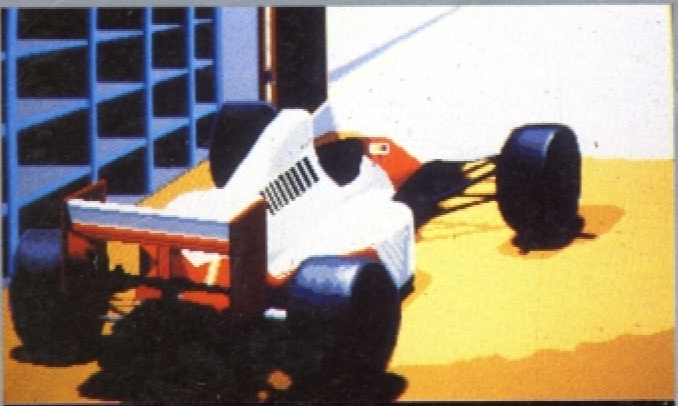
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ZERO 25



Prat in a hat on page 31



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ZERO

14 Rathbone Place, London W1P 1DE.

071-323 3332

PUBLISHER Teresa Maughan

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ADVERTISING Simon Whitcombe

071-631 1433

SUBSCRIPTIONS June Smith

071-580 8908

(Between 2-5pm only)

Published by Dennis Publishing Ltd.

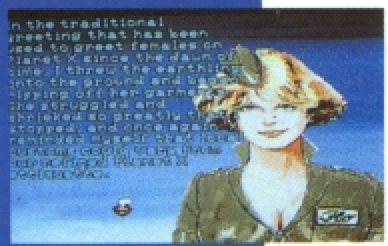
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GAMES LIST

It's soft, strong and very, very long – it's the ZERO games list!

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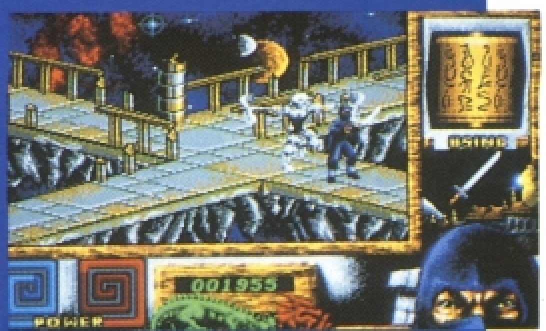
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It's Leather Goddesses II

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Hello fellow humans!
Bartholomew J. Simpson here, with a very important secret:

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That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PReTTy CoOL, HUh?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.
Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!
So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.





SAVE THE EARTH

BUy THiS GaME!
Thanks man.



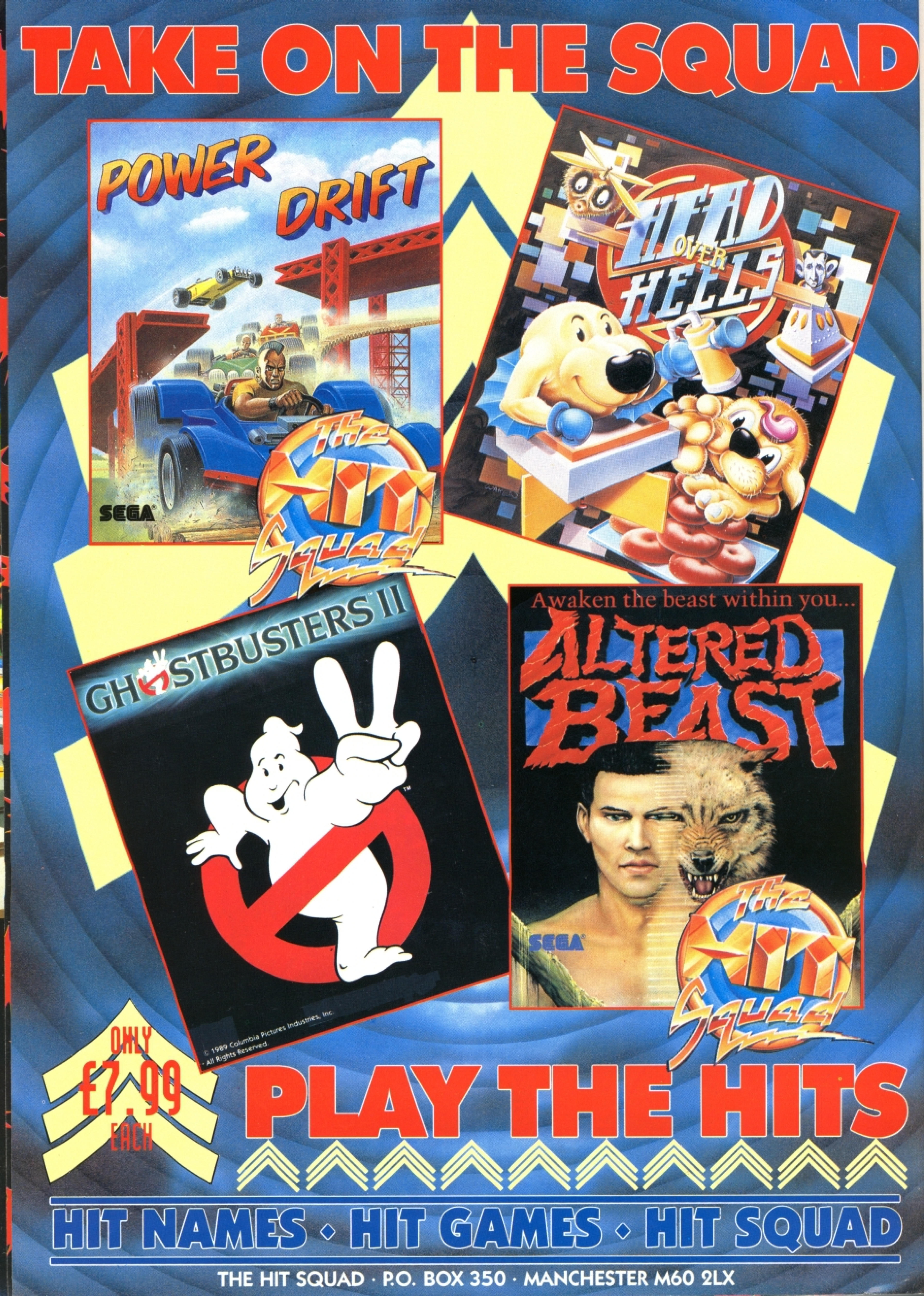
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THE FAB FOUR!

A cheap shot, you may think, comparing the four games on our cover disk to those lovable mop-tops The Beatles. But they have more in common that just the number four, because each game accurately mirrors one member of the group. For example, Mirrorsoft's *Devious Designs* is very much like the late John Lennon: a puzzle, an enigma, something magical. On the other hand, Electronic Zoo's *Cardiax* has a lot in common with guitarist George Harrison – both areoften found floating out on the outer sphere of reality. And Graham Gooch from Audiogenic's *Graham Gooch's World Class Cricket* is often found waving around a piece of wood, something sticksman Ringo Starr knows all about. As for Paul McCartney, no one needs to be told of the connection between him and Mirrorsoft's high-speed racing game, *Cisco Heat*. *(Are you sure about this? Ed.)*

CISCO HEAT



Part-exchange available on some models.

Mirrorsoft

The Jaleco coin-op that this conversion's based on comes with a sit-down cabinet with a seat that gave you jolts and jumps as you drove and vibration from the steering wheel. Obviously our demo can't hope to match these sensations. But you can get a rough approximation of them by playing the game with a small child poking you everytime you crash for the jolt sensation and a Kenwood mixer strapped to your wrist for the vibrations. By the way, you might get arrested if you try this, so don't tell the neighbours.

The more sensible amongst you will just enjoy the simple, road-racing mania that is *Cisco Heat*, which is based on the San Francisco Police Department's annual race around the city. So you can make like Karl Malden and young Michael Douglas and really be in *The Streets Of San Francisco*.

INSTRUCTIONS

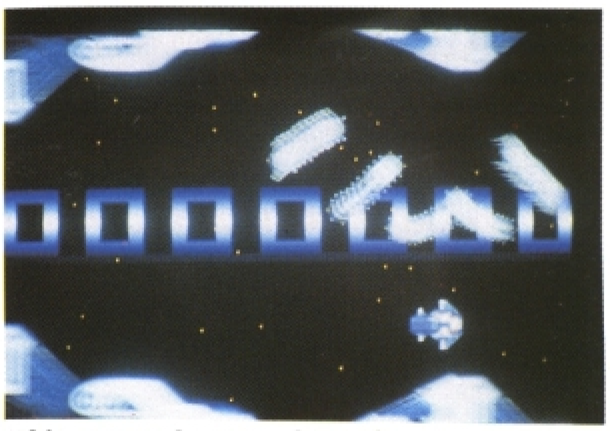
Left: Left.
Right: Right (bor-ring).
Up: Accelerate.
Fire: Honks, your horn. This makes other non-racing cars move out of your way.
Up + Fire: High gear.
Down + Fire: Low gear.
Esc: Restart.
M: Turns off music.



A handy *Cisco* road sign.

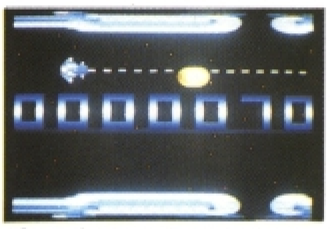
CARDIAX

Electronic Zoo



'Things' you have to shoot.

It's fast. You've got to blast. Staying alive is a bast. As well as rhyming, all these sentences are connected by one thing – they're all true of *Cardiax* – a high adrenalin, high speed, high death-rate, scrolling shoot 'em up that'll set your trigger-finger on fire. Fortunately, to prevent your fingers igniting, our demo features exactly a minute and a half of specially-created action. You've got just 90 seconds to blast everything you come across in the scrolling *Cardiax* world. Listen to the voice to find out what direction the aliens are approaching from, then blast, blast, blast. You can pick up time bonuses, extra shields and extra weapons and, luckily, you've got infinite lives in our demo so that you'll last for 90 secs. It's so flaming hectic you'll probably end up having a (ho, ho) *Cardiax* arrest otherwise. Its controls are so incredibly simple I'm not even going to bother mentioning them. So there.



Shooting 'said' things.

DEVIOUS DESIGNS



Mirrorsoft

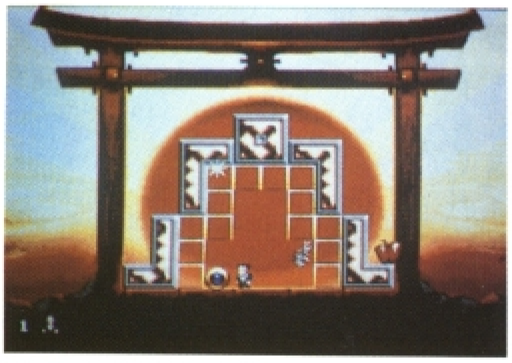
Fancy a tough puzzle game that puts you up against the clock with a task of dragging pieces of block around the screen to form a shape? No? Well don't bother playing this demo then. But in that case, you'll be missing out because *Devious Designs* is a top-notch puzzler with some first-rate graphics – and we've got three exclusive levels for you to tackle.



Time to put that thinking cap on.

You are JJ Maverick, the only man in the world who is capable of putting back together the structures that have been turned into blocks by the mad Dr Devious, the world-renowned abstract scientist (whatever that is). To do this, you must reassemble the objects by dragging and throwing the blocks into place. This is all pretty tricky, especially as Dr Devious has radically altered the gravity laws – both JJ and blocks can end up just about anywhere and anyway up. It takes some time to learn the new rules of physics that the mad Doctor has devised and then you've got to work out how to get the block into the correct position.

The controls are simple but, at the same time, rather complicated – all done with the joystick. Left and right is – yes, you guessed – left and right. Up is jump and down is climb down walls. Pressing fire shoots a bullet at one of the many nasties who pop up to stop you doing your job. To pick up a block, walk up to it, face it, and press fire. Then you can either pull it to the left or right or pick it up. Pressing fire again releases the block, but pressing fire and pulling in a direction will mean that the block gets thrown in that direction. However, with all the weird gravity around, who knows where it'll end up.



Land of the rising fun.

GRAHAM GOOCH'S
WORLD CLASS CRICKET

Audiogenic

Well, Winter may be encroaching, but you can still relive those glorious days of this summer when England, er.... drew with the Windies, in the company of your friend and mine, Graham Gooch. Well, not *actually* in his company, the Essex captain won't be nipping round your house to give you a few tips on playing offside stump. He won't even give you instructions on how to play the game – which means we'll have to do it instead.

THE TOSS

Choose whether to bat or bowl with the mouse, then use the space bar to see the menu. To **Change Bowler**, move the joystick onto the bowler of your choice and press fire. To **Position fielders**, hold down the left mouse button to drag the icon to the required position.



"I don't like cricket, oh no, I love it..."

BATTING

A small square indicates where the ball will bounce. Joystick left and right enables you to shuffle to protect the wicket. When the bowler starts his run, press fire and the batsman raises his bat 'Gooch-style', ready for the shot. To play a shot, you move the joystick in one of its eight directions. Here's the full run-down on the stroke-play:

Up: Drive.
Down: Auto-defence
Left: Push out on offside.
Right: Sweep.
Up-Left: Cover drive.
Up-Right: Hook.
Down-Right: Leg Glance.

BOWLING

Move the joystick to position the square where the ball will bounce, then press fire. If you're playing a swing or a spin bowler, then you can choose the direction of the swing/spin by moving the joystick left and right. Waggle the joystick to determine the speed of fast and medium-paced, or the degree of spin or swing.

RAIN STOPS PLAY

Unfortunately, the demo's so realistic that, after five overs, the rain comes down and that's the end of the game. Now you can either boot it up again to have another go, or watch some old documentaries about lace-weaving in Belgium, which is traditional BBC2 fare when the Test Match is called off.

DISKPAIRING?

Oh no, the disk won't go! Are you having problems with your disk? Then it's time to go through this handy trouble-shooting guide.

1 Check you've bought the right magazine. You may have bought *Angler's Weekly* by mistake, in which case you've just inserted their free gift of a box of maggots into your disk-drive.

2 Check you've actually got a computer. That old Silver-Reed typewriter with a tin of sardines tied to it with string might not be the advanced 16-bit computer and mouse that the man at the market told you it was.

3 Check that you've done just about everything possible that you can do with a disk and a computer. Well, nothing illegal obviously.

If you've covered all these options, on no account ring us, post your disk to us or even *hypothetically* work out what bus it takes to get here. Instead pop the disk in an envelope and send it to: ZERO Disk Returns, Production And Distribution, Tib House, 11 Edward Street, Bradford, BD4 7BH. If you think that your prob could be solved by a phone call to someone 'in the know', then ring the ZERO Disk Problem Hotline on (0274) 736 990.

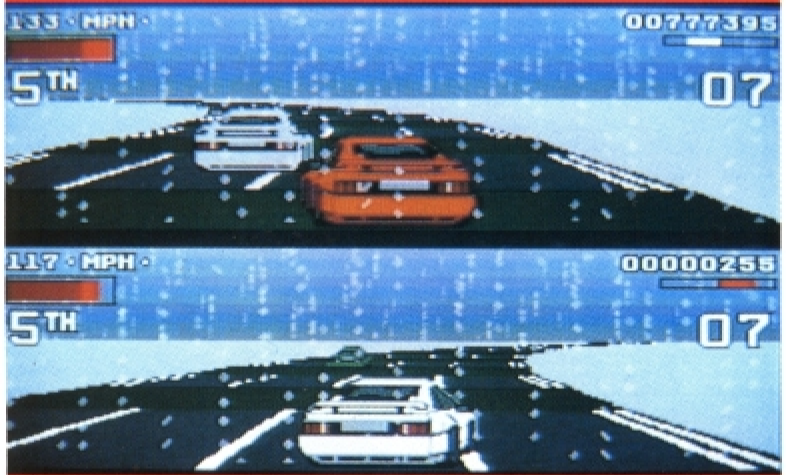



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oi!

Once upon a time, there was a corking annual event – the PC Show in London's Earls Court. Then it become steadily more and more chaotic, until loads of major publishers decided against attending. Then about ten minutes before the show went ahead, the organisers decided the public couldn't attend. The event went ahead as a 'trade only' show, non-attendees set up rival stands in nearby hotels, and all in all it was a bit of a fiasco. Good job ZERO went along to make sense of the whole event then, eh?

LOTUS TURBO CHALLENGE 2



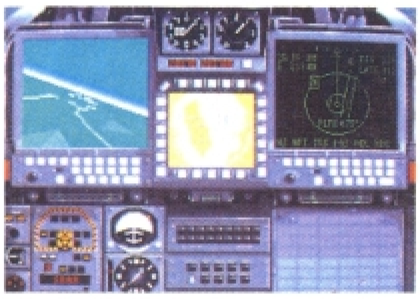
Gremlin modestly announced the forthcoming debut of "the best racing game ever with a long name" – *Lotus Turbo Challenge 2.* And mighty impressive it looked too, with a varied range of terrains and weather conditions. As well as offering split screen, head to head action, the new game will enable full screen races by linking two computers together. You'll have to wait until late October to test drive drive it on on Amiga, ST and STE.

Hot off the press is the news that Gremlin has just signed the Nigel Mansell licence. The 'Nige' game will be available on all formats later next year. And finally, a brand new title promising much speed (and an even longer title) is *Zool, Ninja Of The 'N'th Dimension.* Coded by the author of *Switchblade 2,* it currently looks like a sort of *Sonic The Hedgehog* in a landscape of liquorice allsorts. Yum! Stay tuned for more details as we hear them.

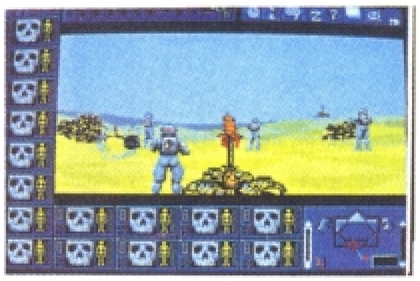
SHADOWLANDS

Those funny Domark people, donning silly ties and luminous badges, were up to their usual tricks. In addition to Tengen coin-op conversions, *Rampart,* a rather neat territorial castles game is to be released in January 1992 on all formats, and the conversion of the Taito footie coin-op, *Euro Football Champ,* will kick off with the European Footie Championships in Spring 1992. Domark also announced a brand new magical RPG entitled *Shadowlands* – also available on all formats and scheduled for a February release.

TORNADO AND DRIFT



TORNADO

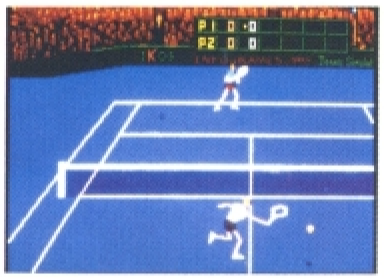


DRIFT

Having established its reputation in the field of flight sims with *Fighter Pilot, Tomahawk* and *F-16 Combat Pilot,* Digital Integration has now launched a new label to distinguish its non-sim products. Poised to go through life by the name of Dream Factory, its first titles are *Supaplex* (reviewed on page 71) and *Drift. Drift* is set in space and allows you to select a mercenary military outfit from around 70 characters of different backgrounds, sexes and alien species. With your squad you'll go forth to combat the rise of civil unrest in the neighbouring planets: Oxford, Cardiff, Birmingham and Tyneside (oops). *Drift* will be coming to a software store near you in January on all formats. In addition, DI announced a new, more upper class budget label to run alongside Action Sixteen, entitled Action Sixteen Premier. All games will be priced at the more expensive £9.99, allowing for the inclusion of multiple disks. The first two titles will be *ATF II* and the Ubisoft arcade adventure, *Iron Lord.* Both products will be released in October on ST, Amiga and PC. However, for those of you fretting for a new DI flight sim, do not despair – progress is currently being made with *Tornado,* the successor to *F-16 Combat Pilot.* It should be ready sometime in mid '92.

ADVANTAGE TENNIS

New from Infogrames is *7 Colours,* a puzzle game of rainbowesque proportions where the objective is to enlarge your territory by the spreading of colours. It'll be released on PC and ST/Amiga in October, price £30.99 and £25.99 respectively. For all you budding Yannek Noahs, comes *Advantage Tennis,* which presumably lets you beat your opponent every time. It looks set to include an impressive variety of options ranging from choosing your player's best features to selecting your type of court. *Advantage Tennis* should be in the shops in October on all formats. Now turn to page 62 to read our exclusive *Underwraps* of *Eternum*...



ST CHART

1. **JIMMY WHITE'S SNOOKER**/Virgin
2. **MIDWINTER II** MicroProse
3. **F-15 STRIKE EAGLE II** MicroProse
4. **LEMMINGS** Psygnosis
5. **ARMOUR GEDDON** Psygnosis
6. **MAN UNITED EUROPE** Krisalis
7. **PRO TENNIS TOUR II** Ubisoft
8. **RBI II** Domark
9. **GODS** Bitmaps/Renegade
10. **MONKEY ISLAND** Lucasfilm/US Gold

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.



WORLD CLASS CHESS

The Paris-based Disk Company has been in charge of Activision products for the past nine months, and things appear to be really looking up.

Forthcoming releases include the raunchy *Leather Goddesses Of Phobos II* ('Underwrapped' on page 77); and a new chess game, fiendishly entitled *World Class Chess*. *WCC* (the fifth part of *Sargon*) will contain 2D and 3D views, Blindfold Tournaments, odds and mate finder options (oo-er). It also promises to host quite a spectacular chess game engine. *World Class Chess* be released on PC in October priced £35.99.

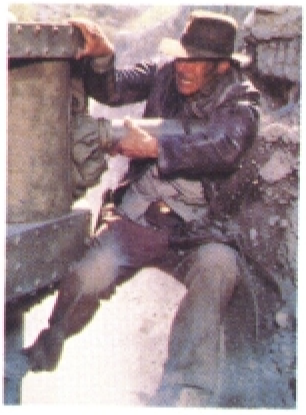
AMIGA CHART

1. JIMMY WHITE'S SNOOKER/Virgin
2. THUNDERHAWK Core Design
3. CRUISE FOR A CORPSE Delphine/US Gold
4. EYE OF THE BEHOLDER SSI/US Gold
5. SECRET OF THE SILVER BLADES/SSI/US Gold
6. F-15 STRIKE EAGLE II MicroProse
7. MONKEY ISLAND Lucasfilm/US Gold
8. LEMMINGS Psygnosis
9. GODS Renegade/Bitmaps
10. SPEEDBALL 2 Mirrorsoft

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THE YOUNG INDIANA JONES CHRONICLES

Lucasfilm gave tidings of great joy, including the fact that *Monkey Island II: LeChuck's Revenge* is two thirds completed. As yet no sound's been added to the game, but with souped-up graphics and a refined interface, Guybrush's return bout with Le Chuck looks set to be a knockout. In addition, Indy fans will be delighted to hear that there's going to be a new game based on a forthcoming George Lucas TV show. Called *The Young Indiana Jones Chronicles*, there'll be a series of 15 one hour TV movies, chronicling the adventures of the young Indiana Jones between the ages of 9 and 17. Each episode sees Indy becoming embroiled with various famous historical figures such as TE Lawrence, Pancho Villa, Emperor Hirohito and Valerie Singleton. The game will incorporate a new music system, MUSE, which intelligently scores the music and sound according to each particular scene. *Young Indy* the TV show will be televised in the US in February 1992 and is expected to reach the UK in September 1992. As for the game, well, you'll just have to stay tuned to Oi. Lucasfilm was also demonstrating its CDTV version of *Loom*, which'll hit the streets in November 1992 – pretty impressive it looked too. Oh, and there's also to be a data disk for *Secret Weapons Of The Luftwaffe*. Hurrah!



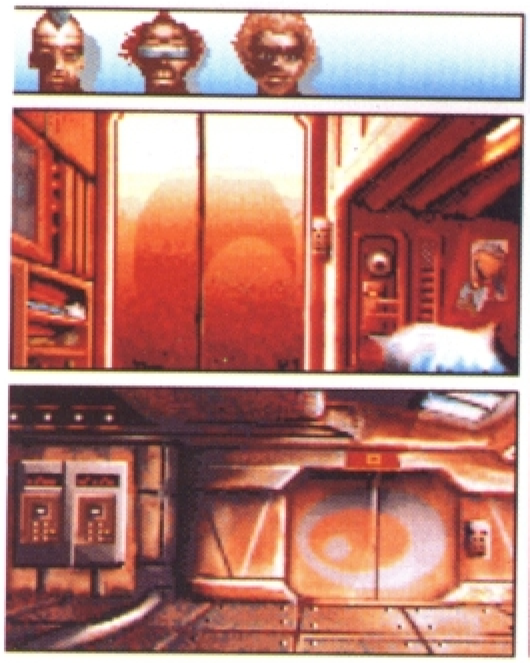
★BAT II★

Ubisoft had quite a few interesting products on show, including the sequel to the innovative graphic adventure *BAT* er... *BAT II*. This time, the Bureau of Astral Troubleshooters is involved in a financial wrangle on a planet in the B8 system and Agent Sylvia Hadford is sent to sort things out. When she gets murdered, they send another poor mug (ie you) in the person of Jehan Menasis. Packed with four flight simulators, a car race, three playable coin-op video games, gladiators and streetfighters, *BAT II* should be in the shops by February on PC and Amiga.

Battle Isle will be an "air-land-sea" strategy game concerning the fate of one Walter Harris who – and take heed from this – played a new computer game and was instantly transported to another planet. On Chronos he's forced to side with the humanoid forces in a deadly war against the androids. *Battle Isle* will be released in October on all formats – if you dare play it.

Celtic Legends is an RPG strategy full of happy fairies and goblins whose daily lives are interrupted when Celtic decide to play away. This coincides with the loss of the balance of power and the start of war against Demog the Supreme Wizard and his evil forces. *Celtic Legends* will be available in November on Amiga and on ST in February.

They say there's a game for everyone and here's one for Russell Grant. *Starush* concerns mutating stars that are menacing the universe. Your task is to confront the 12 signs of the zodiac in order to avoid disaster in this forthcoming shoot 'em up. To fight over 250 enemies all formats will have to wait till December.

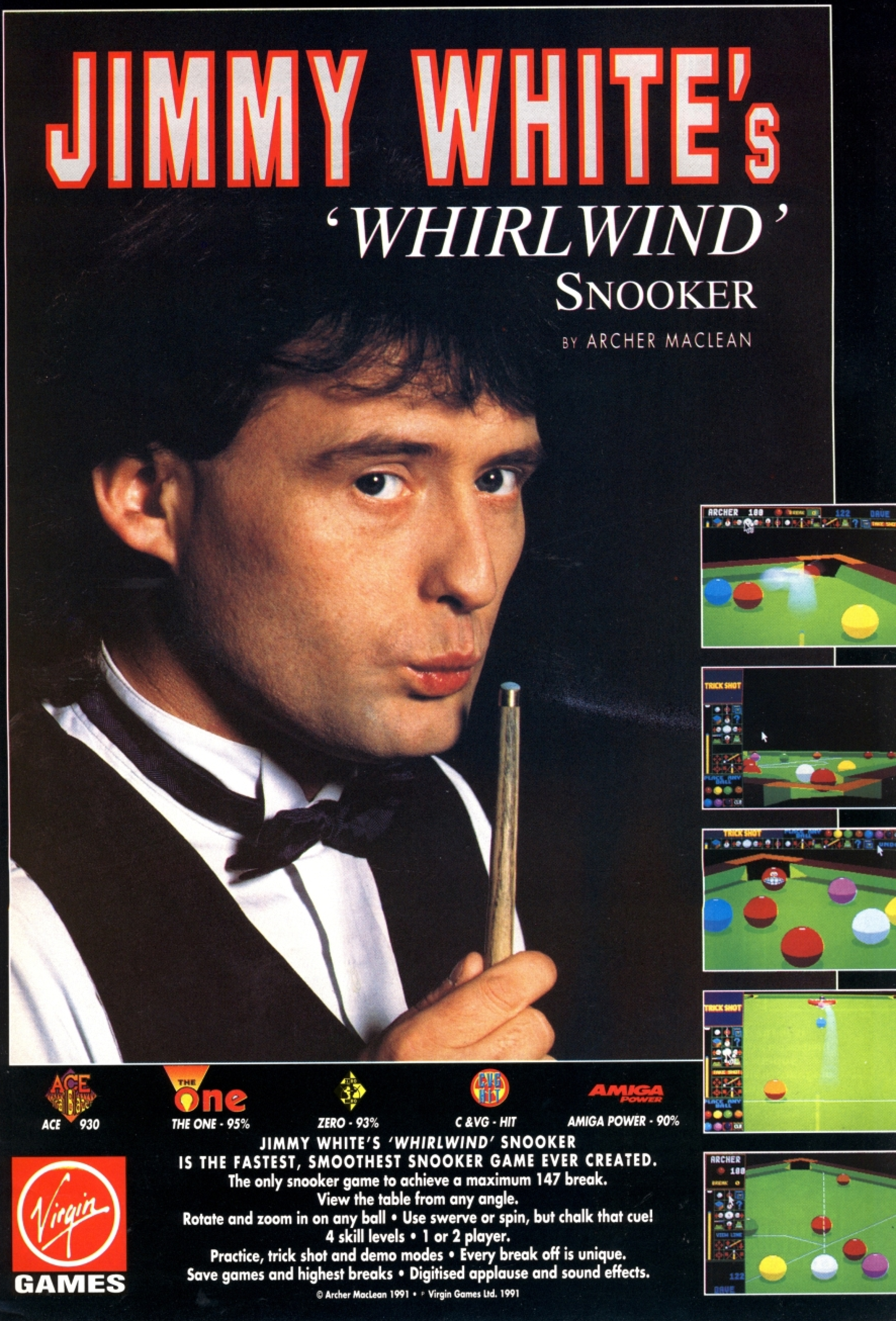






FUZZBALL

System 3 was displaying a new game curiously entitled *Fuzzball*. "Hurrah!" we cried "a sim where you control football playing policemen." We were assured this was not the case. "Then it's a game where you take the role of a Remington FuzzAway." Wrong again. As Fuzzball, a cutesy wootsie ball of fluff, you jump through puzzling mazes, knocking the fiendish fluffies off their platforms. "Oh." But there are levels of furious 'bouncing'. "Ah." Only the very best players will be able to wrestle the fruits and jewels fom the dangerous bats, wasps and enemy balls of fluff. "Um". *Fuzzball* looks mega addictive and will be released on Amiga in November, priced £19.99.


JIMMY WHITE'S
'WHIRLWIND'
SNOOKER
BY ARCHER MACLEAN
ACE 930
THE ONE - 95%
ZERO - 93%
C &VG - HIT
AMIGA POWER - 90%
JIMMY WHITE'S 'WHIRLWIND' SNOOKER
IS THE FASTEST, SMOOTHEST SNOOKER GAME EVER CREATED.
The only snooker game to achieve a maximum 147 break.
View the table from any angle.
Rotate and zoom in on any ball • Use swerve or spin, but chalk that cue!
4 skill levels • 1 or 2 player.
Practice, trick shot and demo modes • Every break off is unique.
Save games and highest breaks • Digitised applause and sound effects.
Virgin GAMES
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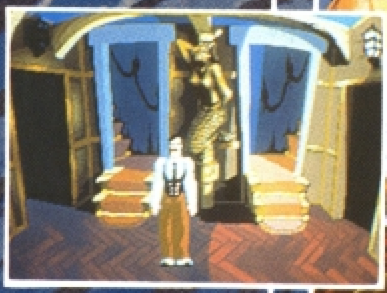
FROM THE CREATORS OF FUTURE WARS & OPERATION STEALTH

CRUISE FOR A CORPSE





Screen shots from Atari ST version







Screen shots from Amiga version

Atari ST/Amiga
& PC (CGA, EGA, VGA, TANDY, AD-LIB & ROLAND)

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

It is the 1920's. Inspector Raoul Dusentier has been invited on a dream cruise in the Mediterranean, aboard the superb 3-masted ship belonging to Greek shipping magnate Niklos Karaboudjan. But no sooner has the cruise begun when Raoul is summoned to investigate a scandalous crime – the murder of his host Niklos! It's now up to Raoul to throw some light on this sinister mystery – there's a murderer on the loose and he could be prowling amongst the unsuspecting guests even now ....

- Features easy-to-use Cinématique™ point-and-click operating system, now further refined to offer considerably more depth of gameplay.
- A wider range of actions is now possible, including the option to question other characters in true Agatha Christie style.
- PC version features 256 colours, Ad Lib and Roland sonic support
- Character size has been doubled for all versions of the game.
- Amiga version features 32 colours.

DELPHINE SOFTWARE

U.S. GOLD®

Cinématique™

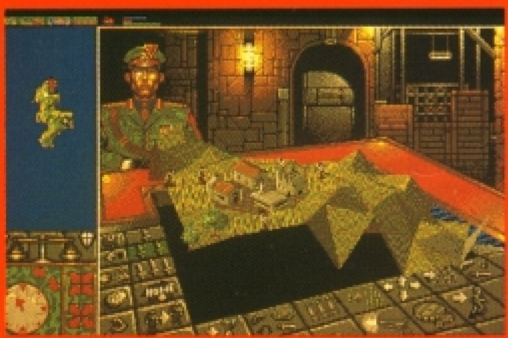
U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.

POPULOUS II ET AI



EA was proudly displaying Bullfrog's *Powermonger: The World War I Edition* data disk – now due in December on Amiga and ST, price £14.99; and *Populous II*, the eagerly-awaited sequel. It's hoped that it'll be ready by December (on Amiga and ST, price £29.99). For the time being, however, bask in the glory of the screenshots.

Interplay's *Star Trek: The 25th Anniversary*, which we introduced to you in our *CES Show Report*, has now been slipped into EA's UK release schedule. It will be available on PC in October, price £34.99 (with an Amiga version to follow) and, whilst we're on the subject of Interplay, Frodo Baggins will be back on PC in October in *Lord Of The Rings Volume II: The Two Towers*, price £34.99. (And Amiga owners will be able to get hold of it in October, price £25.99.)



Finally, good news for all flight sim aficionados – the long-awaited *Birds Of Prey*, which has been a mammoth five years in the making, is "definitely" arriving in January, on all formats. EA is claiming that it'll be "the most realistic flight simulator on home computers to date". Certainly should be after all that time.

WWF *WRESTLEMANIA*



Ocean is making its bid for the Christmas Number One slot with its wrestling sim, *WWF: Wrestlemania* . It was duly previewed at the show and seems destined to be a mega hit. *WWF* features America's favourite muscle men who all have rather charming names like The Ultimate Warrior, Warlord and Sergeant Slaughter. It should be hitting the streets in November. In the cutsie wootsie stakes, Ocean will be releasing *Parasol Stars* in early 1992, which is shaping up as a worthy successor to *Rainbow Islands*. It's the third instalment of *Bubble Bobble* and promises to be the gooiest game yet. Battle though hundreds of levels and sub-levels against a plethora of wacky monsters. Your weapon? A parasol, of course. Expect to see this adorable little game early next year on ST and Amiga.

Ocean's conversion of Taito's *Parasol Stars*. Set to dethrone *Rainbow Islands*?



PC CHART

1. **WING COMMANDER II** Origin/Mindscape
2. **SECRET WEAPONS OF THE LUFTWAFFE**/US Gold
3. **F-14 TOMCAT** Activision
4. **GATEWAY TO THE SAVAGE FRONTIER**/US Gold
5. **LEMMINGS** Psygnosis
6. **JET FIGHTER 2** Velocity/US Gold
7. **MEGATRAVELLER 1** Empire
8. **CASTLES** Electronic Arts
9. **SIM EARTH** Maxis/Ocean
10. **CHUCK YEAGER'S AIR COMBAT**/Electronic Arts

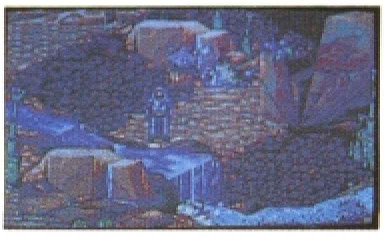
Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

THREE IN THE MIRROR

Just when you thought you could stop scoffing pizza, Mirrorsoft announces the inevitable return of the green amphibians in Imagework's *Turtles II – The Coin-op.* Expect them on all formats in November. Set to appear later this year is *Cisco Heat,* the conversion of the Jaleco coin-op which will also be sizzling on all formats. ST owners can check it out for themselves on this month's fab cover disk.

Further away from release is *Suzerain*, an arcade adventure boasting almost Dali-esque graphics (spook). The game will see you travelling around a planet, trying to trap an evil force in a cask. How effective a means this is of defeating the enemy you'll have to wait quite a while to find out.

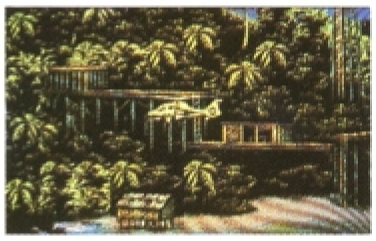
Apocalypse is Mirrorsoft's 'Choplifter for the '90's' where you'll play the leader of a team of helicopter pilots set to penetrate enemy territory and rescue as many men as possible. Watch out for it in the New Year on ST and Amiga.



SUZERAIN



LURE OF THE TEMPTRESS



APOCALYPSE

Last but not least is Mirrorsoft's forthcoming first foray into the graphic adventure market , which comes complete with a "new" system called Virtual Theatre, developed by Revolution Software. In essence this means that the game world develops independently of the player, advancing in real time – the player's actions affect, rather than dictate, events. The first Virtual Theatre offering carries the winsome title, *Lure Of The Temptress* and is set in a medieval fantasy world. Conal, the rightful prince of the land has been imprisoned and must escape to free his domain from the evil Skorl. *Temptress* will be published in 1992 on all formats.

MOTORHEAD

IN THE REALMS OF FANTASY



Quite what possessed Virgin to acquire the licence to heavy metal band Motorhead *and* be shameless enough to announce it at the show is beyond us. Although the scenario is still veiled in mystery (and stale beer), lemmy say you'll be in for a hell-raisin' jaunt which'll probably include all your old favourites like *Bring Your Daughter To The Slaughter* and *Run For The Hills. (Wrong band. Ed.)* The good news is you'll have until late 1992 to grow your hair to your toes. A closer release, however, is Graftgold's *Realms*, a strategy game where you fight for control of 30 cities in order to dominate an entire fantasy world. *Realms* will hit the shelves in October on PC (£34.99), Amiga and ST (both £29.99).



***Realms*, Graftgold's latest epic.**

At the show, Virgin also announced its entry into the CDTV market with the imminent release of the following titles: *North Polar Expedition*, the role-playing, educational game (price £34.99); the post-Arthurian fantasy epic, *Spirit Of Excalibur* (29.99) and *Musicolor*, an arty approach to making music (£34.99).



ZERO HOUR!

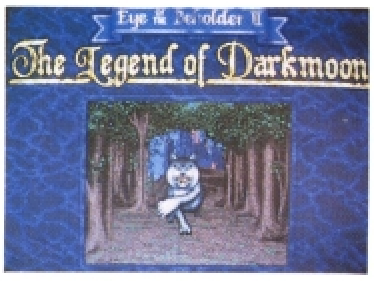
By now you've hopefully all been tuning into ZERO HOUR faithfully every Tuesday, and have been racking your brains to send in ideas on how to make the most of this collaboration. Next issue we'll hopefully bring you a mega music competition from which we'll be giving away implausable prizes for the best tunes sent in. The winning entries will then get played on the radio! Now here's another idea - why not try and pen a review yourself, then tape-record yourself reading your review in your best Alan P Thorpe voice and again we'll see if we can get the best ones played on air. Send your entries to either ZERO at the usual address or to **ZERO Hour, Radio Luxembourg, 74 Newman Street, London, W1P 3LA.** There could well be some rather spiffing software goodies for the best ones we receive!

RADIO

Here's a quick recap on how to tune your radio to receive ZERO Hour... Radio Luxembourg can be picked up on 1440 KHz AM or 208m MW. Alternatively, for toff Astra Satellite owners here's the recipe for 'crystal clear' stereo sound. If you have an Amstrad tuner, select the channel that shows RTL–4, the Dutch TV station, then select Audio 2. With another make of tuner that is unprogrammed, select Channel 13, TV Frequency 11.391 gHz and Audio Channel 7.38 left and 7.56 right. You can now whack your tuner through your stereo and/or listen to the show whilst watching *Nood Hoog, Häagen Dazs Geez!* – the Dutch equivalent of *Russ Abbott's Madhouse.*

EYE OF THE BEHOLDER II

Big news from the US Gold contingent at the show was the sequel to the highly acclaimed *Eye Of The Beholder – Eye Of The Beholder II: The Legend Of Darkmoon*. It'll contain new locations, a load more characters, animated 'movie' sequences, smarter mon-sters and an enhan-ced interface. Phew! Expect this beauty from US-based SSI some time in November on PC and on Amiga in January (prices still to be anounced).



Let's kill him. The wife said she wanted a monk coat.



***Planet's Edge* from New Worlds Computing. Far out.**

If you'd rather hang on for a space romp, then SSI's *Planet's Edge* is destined to be a cross between a space combat simulation and a role-playing adventure. You'll have to journey through the cosmos without the Enterprise team and still try to save the earth. More news on this one as we have it.



Oh no! It's the stinger!

SPELLCASTING 201

THE SORCERER'S APPLIANCE

Impressed by the success of the ex-Infocom team, Accolade announced at the show that it has taken over from MicroProse in marketing Legend Entertainment's new titles in the UK. The first game it'll handle will be the sequel to *Spellcasting 101*, er... *Spellcasting 201* (subtitled *The Sorceror's Appliance*). It looks like being a must for all adventure buffs, as it promises to contain "more babes, more brewskis and more bad jokes". For more details, check out our exclusive interview with Legend Entertainment's chief Bob Bates on page 123. The game will be available in October on PC, price £34.99. Unfortunately there are no plans to cater for other formats.



LETTERS

Once more, the usual bunch of no-hopers, perverts and psychopaths do battle in the red hot crucible of debate that is the ZERO Letters page. But remember, if you can't stand the heat, get out of the kitchen.

AN IDIOT WRITES

In ZERO issue 23, you gave Julian Ware a cheat to break into the School computers on the C16. I was wondering if you could give me one for the Amiga 500, and where to type it in on Workbench. While I'm on the subject, could you give me a cheat to break into other computers.
Steven Dennison, Co Antrim, Northern Ireland.

Certainly, sir. The cheat you require is '10 ENTER COMPUTER 20 PRINT "MY NAME IS STEVEN DENNISON AND I WOULDN'T BE ABLE TO SPOT A JOKE IF IT LEAPT UP AND PULLED MY PANTS OFF". You can type in in where you like because it won't work anyway, you loon. Now go away and stop bothering me with your inane chatter. **Ed.**

BLANK VERSE

Do you like this rhyme I made up?

ZERO is the best,
And Ludwig Ledbury stinks!

Sorry, that's all – I've got better things to do. I'm off now to stick my head in the cabbage patch.
Claire Sabin, Banbury, Oxon.
PS. I feel terrible now, because I've lied. It was not a rhyme that I made up, because it doesn't rhyme.

Rhyming or not, I think you've summed up a good deal of popular feeling in just a few short lines, and have earned yourself the title of 'The ZERO People's Poet'. This puts you on a par with the bloke who does those crap British Rail ads. **Ed.**

DEATH THREAT

Watch out, McCandless – I'm going to kill you dead with my Uzi 9mm! Some readers may be scared of your so-called 'Action Man' image but you're really about as hard as Chip 'n' Dale. Prepare to die at the end of the month, scum! I hope it hurts, so there (rasp)!
Arnie 'Hitman' Jacques, Rochdale, Lancs.

When Macca was told that someone was comparing him with Chip 'n' Dale he got rather confused: "What? I'm nothing like those mincing wimps in G-strings! I'll kill him!" With that, he set off for Rochdale, armed with his most deadly ninja weapons. By the way, you're not the same 'Hitman' who pops up on telly at about four in the morning, larking about in some dodgy disco with cuddly Michaela Strachan, are you? Because you're a bit crap if you are. **Ed.**

CRAWLY BUM LICK

I thought you promised to get crap from issue 6 onwards? Recent surveys have shown that you have improved considerably since that very issue. You have become "European magazine of the year" and "Britain's best selling 16-bit multi-format magazine". You have continued to recruit superb young journalists from a wide range of mags and you are still rated as one of the most informative magazines for games. So I guess, ZERO – this is your life.
David Danbury, Halifax, Yorkshire.

Get this into your head, Danbury – no amount of fawning and crawling is going to let us give you the 'Dear Danbury' page you request in another of your tiresome letters. And don't think the pathetic £1,000 in Monopoly money you enclosed is going to make any difference. Cold, hard cash is the only thing we respect here at ZERO, so either make with the readies or keep quiet. **Ed.**

NOVELTY ISLAND

Recently I was having a big night out when I saw the September issue of ZERO. Much to my surprise, there were two cover-mounted disk things. Well I never! But on closer inspection, I noticed there was one disk for ST owners (ho ho) and one for the more sensible amongst us. What a con! 75p extra just for that? Wait a minute... four different things on each disk? That is a very high quality item. Now a few questions...

1. Why do you love Gyles 'Jumpers' Brandeth?
2. Is Macca in prison?
3. Will *On The Roof* be a regular?
4. Do you watch my smart TV show?
5. Will Photolurve be a regular?

Here are some true statements: ZERO is safe, so is Jane Goldman, Dunc is a prat, I am the real Vic Reeves!!
'Vic', Roath, Cardiff.

No, you're not Vic Reeves – you're just a sad, sad person. In fact you're so sad, I'm going to mix up the answers to your questions – you'll have to work out which question they refer to. Yes. He was 'doing bird' but busted out and is now, as I said, on his way to Rochdale. No. A bit. Because he is welcomingly warm, wonderfully witty and wickedly wibbly (and lots of other words that begin with 'w'). **Ed.**

OH DEAR, OH DEAR

I must agree with Daniel Pemberton in issue 22 that these computer manuals are a con. Only the other day I was trying to load a game. The manual said "turn on computer". So I started to stroke the keys and nothing happened. Then I got hold of the joystick and... well, I won't go into details. Still nothing happened, so I did what turns me on and poured treacle all over the computer and licked it off. However, when I worked my way down to the plugs, I got an enormous electric shock and blew up my computer!
Lord Baz, Wirral, Merseyside.

There are only two things wrong with this letter, Baz. One, you forgot to add "Luckily we both saw the funny side", and, two, you sent it here. It should have gone to Viz (see issue 22). If they don't want it, perhaps one of the other 'adult' periodicals on the top shelf may be interested in your treacle fetish. I know I'm not. Whatever happened to serious debate on contempory issues? **Ed.**

LOOKALIKE

I recently read of an amazing spook coincidence, which ZERO has concealed from the world. Jonathan Ross – Amiga owner and Gameboy enthusiast – has become a father to a baby girl called Betty Kitten. Now here comes the coincidence... his wife is, in fact, a journalist who has a very familiar name... none other than one Jane Goldman. Could this be the same Jane 'Baby Factory' Goldman we all know and love, or is it just a coincidence of intergalactic proportions? Are they in any way related? I think we should be told.
An Amiga Owner, Partington, Manchester.

Yes, it is amazing isn't it, but Jane isn't the only one at ZERO to have a double. Duncan MacDonald is the spitting image of the man who reads the weather on Anglia TV. Aha– his secret is out! And he's not the only one. More revelations next time... **Ed.**

WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE.
Star Letter winners receive a ZERO T-shirt! All letters win a ZERO badge.

AN EXPERIENCE NEVE

MiG-29M™

SUPERFULCRUM



MiG-29M Super Fulcrum is the simulation of an aircraft currently under development in the USSR.

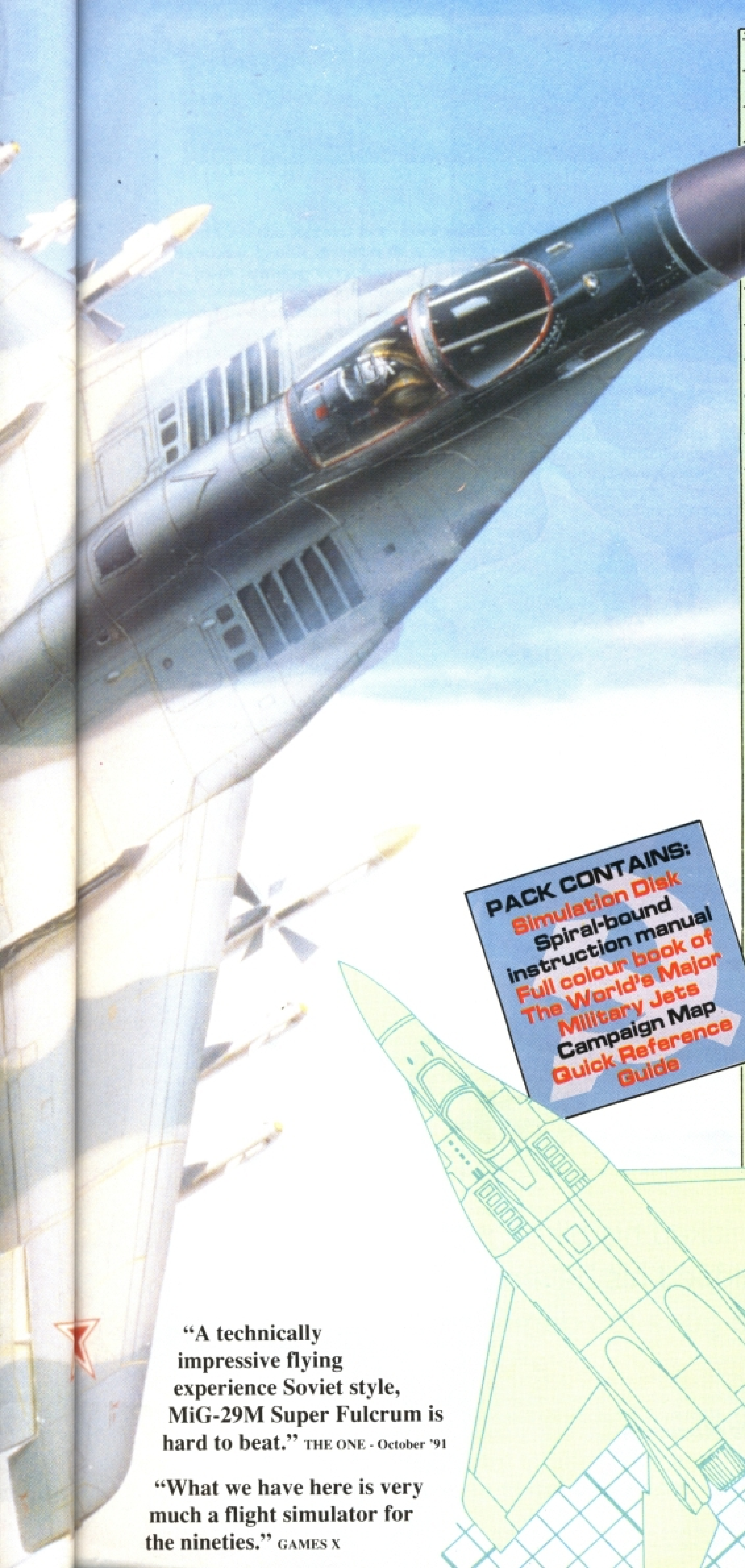
Programmed by ex British Aerospace flight simulation experts SIMIS, with the help of invaluable "TOP SECRET" information from sources within the Mikoyan Design Bureau, it incorporates all the high tech features that makes this not only the World's deadliest fighter aircraft, but also the best simulation you are ever likely to see !!

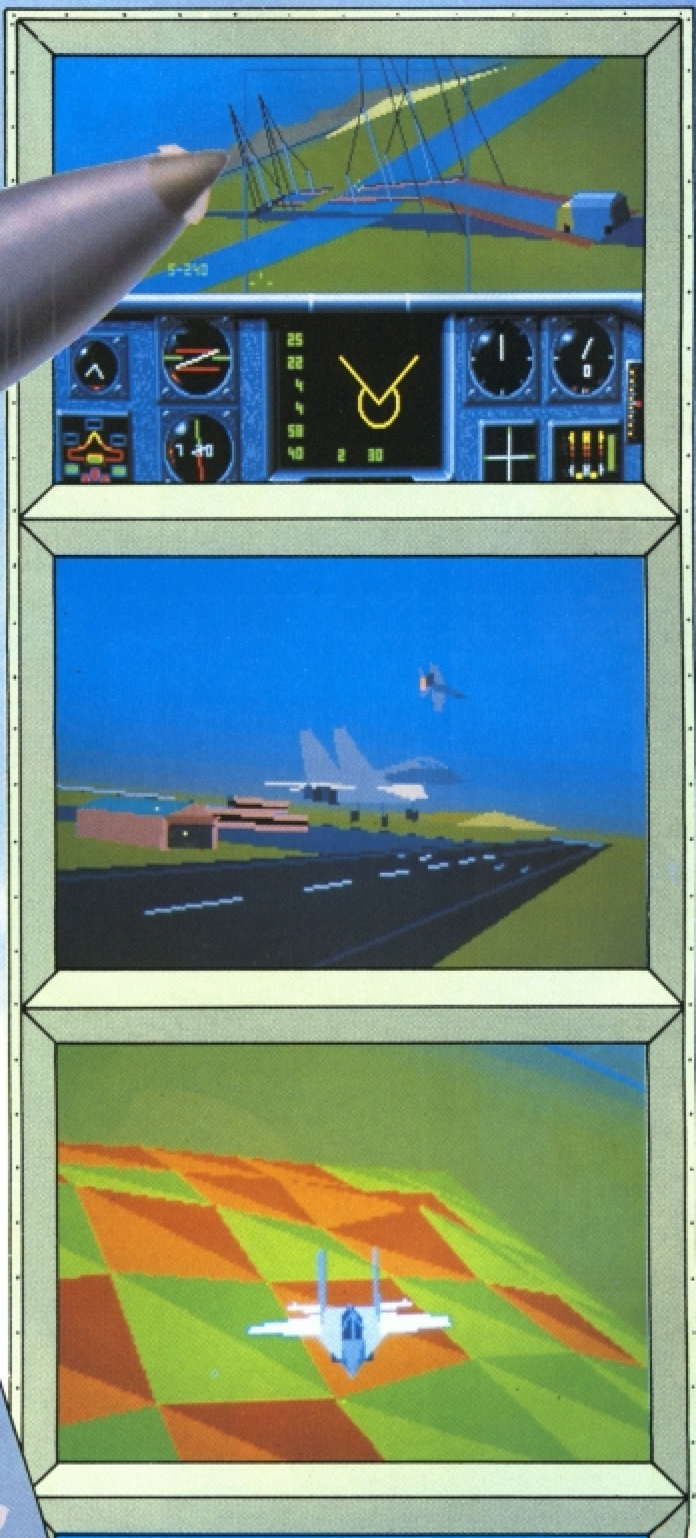
DOMARK

PROGRAMMED BY SIMIS

AVAILABLE ON: IBM PC, AMIGA, ATARI ST
COMING SOON: ARCHIMEDES

ER TO BE FORGOTTEN!





AMIGA SCREENSHOTS

PACK CONTAINS:
Simulation Disk
Spiral-bound instruction manual
Full colour book of The World's Major Military Jets
Campaign Map
Quick Reference Guide

"A technically impressive flying experience Soviet style, MiG-29M Super Fulcrum is hard to beat." THE ONE - October '91

"What we have here is very much a flight simulator for the nineties." GAMES X

MAGIC POCKETS

THE BITMAP BROTHERS



They've nicked his bike.
They've whipped his helmet.
This time they've gone too damn far…

NO ONE MESSES WITH THE BITMAP KID

features:

stacks of levels • heaps of weapons • swarms of intelligent nasties
bonus games • secret rooms • loads and loads of power-ups

The BITMAP BROTHERS

Renegade

ZERO reviews

CRITICS' CORNER

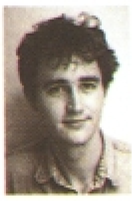
This month it's the *Record Breakers* edition of Critics' Corner. Our reviewers have to either break or set a new world record. It can be anything they want – from running very fast to building the largest man-made structure to actually chuckling through an entire *Les Dennis Laughter Show*. Anything. At the end of each attempt, Norris McWhirter tells us how well he feels the particular entrant has done, and whether he'll be including their efforts in the next edition of *The Guinness Book Of Records*...



David 'Bloggo' Wilson: David decided that removing, dismantling, cleaning, rebuilding and replacing a VW Beetle engine within 30 minutes would be a good crack. Fair enough, then... Go! Within 30 seconds the engine was on David's Workmate (but then Beetle engines are like that). The dismantling was pretty straightforward too. He lost time on the cleaning stage, though, due to being too thorough with the sump, leaving only 13 minutes for the rebuild and replacement. He did it in 12. **Norris says:** *"The whole idea in records such as this is that the engine should still work afterwards. This one won't even turn over. God knows what he's done to it. He should be locked up."*



Amaya 'Lemmy' Lopez: Our fiery Spanish Deputy Editor wanted to set a new headbanging record. With the aid of a continuous tape loop featuring Anthrax, Metallica, Motorhead and Lawnmower Deth, Amaya's aim was to freak out for more than two days. And she did. Without sleeping or eating and taking fluids only during 'air guitar solos', she shook her head vigourously for an amazing 57 hours. We asked her how she felt after the event: "Don't let the geese get me... Here comes a giant egg... Quick, pass me my anti-duck spoon". Eh? **Norris says:** *"She's obviously damaged her brain on the inside of her skull. You don't get in my record book for listening to the Devil's music."*



Ben 'Flipper' Caudell: Ben was born underwater and brought up by a school of dolphins. As a result he's pretty good at watersports, so it was no surprise to us when he announced this record breaking plan: "I'm going to jet-ski from New Foundland to Portsmouth." We thought he might run out of petrol, but he'd planned for this. "There'll be refuelling buoys en-route," he explained. We left for Portsmouth harbour, to form a champagne-wielding reception committee. Ben left for New Foundland, looking very pleased with himself. **Norris says:** *"It's already been done, so he's wasting his time. More importantly, he's wasting* **my** *time. If I had my way he'd be given nine years hard labour."*



Toby 'Doctor' Finlay: Toby once worked as a quality control supervisor in a custard factory, so was his record-breaking attempt going to echo this fact? Er, well... no, actually... "I'm going to smash a three foot thick concrete slab with my forehead," he announced. We reckoned that he'd be more likely to smash his head and leave the concrete slab intact, but he was adamant. "I know exactly what I'm doing," he said, "It's mind over matter." Very soon, Toby was lying unconscious, next to a large, fully intact concrete slab. We said we'd told him so, but he was dead to the world. **Norris says:** *"This is the most pathetic record breaking attempt I've ever seen. When he comes round, string him up."*



David 'McVicca' McCandless: Planet Earth's most dangerous computer games reviewer had little trouble deciding on a record to set. "Most blags in a day," he exclaimed. (Meaning, in English, the highest number of armed robberies committed within a space of 24 hours.) He disappeared to do his deeds, so we followed his progress on the news. He blagged his way across Sussex, Surrey and Kent before avoiding a massive M25 roadblock and returning to London on a stolen motorbike. He'd made three million quid. That'll do, we thought, that'll get in the book. **Norris says:** *"I'm appalled. He should be jailed for life. And when I say life, I mean life. Then he should be shot. I'm phoning the police."*



Duncan 'Dippo' MacDonald: It's a little known fact, but Duncan has sort of made it into Norris's book before, with 'the least amount of dominoes toppled at one time' (see the *Yikes!* interview in issue two). However, that was unofficial. Now was his chance to go kosher. "Ready for the shortest ever freefall parachute drop?" he asked, as he clambered onto his desk, tucked himself into a foetal position and rolled back onto the floor (bruising his arm in the process). **Norris says:** *"If there was a record for being the most stupid person in the world, this chap would get it. In fact, you all would. You're a shambles, quite frankly. I've never seen anything like it in all my born days. Appalling."* (*Oh, naff off. Ed.*)

WHAT'S WHAT

Driven batty by our scoring system? You must be two shelves short of a bookcase, then. Just read this...

GRAPHICS 75 ADDICTIVENESS 87 SOUND 40 EXECUTION 80 OVERALL 75

Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is just that: short. It's a column devoted to a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.


GODS
THE BITMAP BROTHERS
ACE TrailBlazer
SUPER STAR
ya HEAVEN SENT
CVG HIT
GOLD
gioco
GEN D'OR
TOP MICRO NEWS
MEGASTAR joystick
SUPER LEAGUE ACCOLADE
1 ST ACTION A1 RATED
HIT
ZERO HERO
HIT
ST FORMAT GOLD
"Spankworthy"
Paul Ledbury – Oxon (Registered God)
Have you got what he's got ?
THE BITMAP BROTHERS
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Renegade

FORMULA ONE GRAND PRIX



"The invention of the computer came about as a natural step in human evolution. The brain had reached a stage where it needed a different form of processing power, and the only way to get it was to externalise itself." What a load of guff, eh? The reason computers were invented was so that people could play brilliant racing car games like *Formula One Grand Prix* from MicroProse. Well, *Duncan MacDonald* thinks so, anyway.

ZERO HERO

There's nothing in the world like a smart front end, is there? One that's full of things you can tinker with. Well, get ready to piddle about for all you're worth, because, after a rather spiff animated intro sequence, Geoff Crammond's *Formula One Grand Prix* delivers the goods.

STARTING UP

First of all, you'll want to choose a team to drive for. You may plump for Benneton, Ligier, Williams, Ferrari or McLaren. Or maybe you'll *want to be attatched to one of the other* teams (you know, the ones that are so crap nobody can remember their names – and they're all here too, bless their cotton socks).

Now you need a name. Adolf Thunderbottom's quite a good one, but seeing as he's not a racing driver, you may want one of the others. Ayrton Senna, perhaps, or Nigel Mansell. Then again, if you've picked a crap team, you may as well continue in the same vein and go for the useless Japanese bloke who always either crashes on the starting grid or stays in the race just long enough to collide with the leaders when they're trying to lap him. Alternatively, you may wish to drive under your own name – your real one or the one you use in flight sims. Flight Lieutenant Susan Bader-Hawkins or something. No probs.

Now it's time to pick your race. You can practice on any of the sixteen tracks, either alone (against the clock) or against all 25 of the computer-controlled cars. This single race option should keep you busy for a few aeons in itself, but if you want to get really in-depth (and, of course, you will) then you can enter the World Championships. And you know what world championships are all about, don't you? Points, that's what. Points for you in the drivers' league and points for your team in the manufacturers' league.

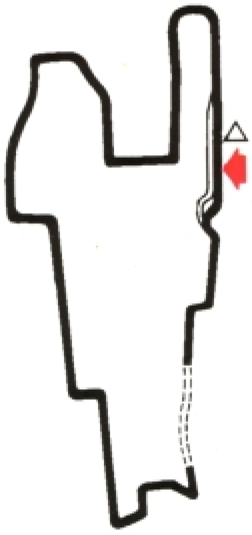
If you want points, you need good

WHAT'S WHAT

TITLE	Formula One Grand Prix
PUBLISHER	MicroProse
FORMAT	ST & Amiga/PC
PRICE	£34.99/£39.99
RELEASED	End Nov/Early '92



Aaah! The yellow flag. That means I'm meant to drive really fast round the next bend with my eyes closed. *(Er, not quite. Ed.)*



DETROIT, USA

tyres. For your qualifying lap, you'll need qualifying tyres. With superior grip they should earn you a good grid position, but they wear out after a few miles so don't forget to change them before the actual race. Then do you want hard or soft compounds? Slicks or wets? Depends on the weather, eh?

Now you get to fiddle with your gear ratios and wing angles. Your choice depends on whether the forthcoming race is a bendy 'slow' one (if you can call 150 mph slow) or a straight-ish fast one. Oh, and there's your 'brake bias' too (whatever that is). *(It's whether or not the front brakes are more effective than the rear ones. Ed.)*

THE ACTUAL RACE

The rules are very complicated – "You have to go as fast as you possibly can without running out of petrol or crashing." Did you get that? Try and remember, because it's quite important. Most racing drivers write it in biro on their hands in case they forget.

THE COURSES IN THE CHAMPIONSHIP SEASON

As you'll have read already, there are 16 courses. And in case you're not familiar with the Grand Prix racing season, you may want to know the names of all the tracks and where they are. (If you don't, then skim read the following list). Pheonix in the USA; Interlago in Brazil; Magny Coeurs in France; Imola and Monza in Italy; Monaco in, er, Monaco; Montreal in Canada; Silverstone in (hoorah) Blighty; Hockenheim in (boo) Germany; Hungaro Ring in Hungary; Spa Francrochamps in Belgium; Estoril in Portugal; Jerez in Spain; Suzuka in Japan and finally – both in the list and in this year's fast-approaching real world championship decider – Adelaide in Australia.



DEREK AND MABEL GO TO SILVERSTONE...

Derek and Mabel Arkwright have decided to go for a Sunday afternoon picnic. Mabel's prepared the hamper, Derek's reversed the Austin Allegro out of the garage (scraping it rather badly in the process) and now they're en-route to the countryside. Oh no – Derek's taken a wrong turn. Stop, Derek, stop...



1 Mabel: Are you sure this is the right road, dear?
Derek: Yes, dear. Quite sure.
Mabel: Are you sure it's not a motorway?
Derek: I don't know dear. It is *rather wide. It must be one of* those 'dual cabbageways'.



2 Mabel: Slow down, Derek – you're doing over 17 mph.
Derek: Sorry, dear. I don't know what came over me.
Mabel: I'm sure this is a motorway, you know...
Derek: I'll ask the RAC if we pass a telephone, dear.



3 *Further down the road...*
Mabel: You know, I'm sure this is a motorway.
Derek: Er... some of the road markings have been yellow, actually.
Mabel: *(Panicking.)* I think you ought to turn round.



4 Mabel: Careful now, you've already scraped the car once.
Derek: Sorry, dear. The bonnet seems longer than usual.
Mabel: Oh... well, be careful anyway.
***Derek: Yes, dear. Once I've found* the right gear.**



5 Mabel: That's it. Now find the road we came from...
Derek: I don't like the look of this, Mabel...
Mabel: The look of what, Derek? Don't like the look of what?
Derek: There are some, er... cars coming towards us, dear.



6 Mabel: Quickly, Derek, take that road there...
Derek: Er... er... er... er... this road, dear?
Mabel: Yes, yes, that road. Take that road.
Derek: Yes, dear. I think you're right again.



7 Mabel: Gasp! Now I need to use the how's your father
Derek: The 'how's your father'?
Mabel: You know Derek, I need to go to the, er, 'water closet'.
Derek: Ah... There should be one of those coming up soon, dear.



8 Mabel: Look! There's one! Quickly, open my door.
Derek: Er, I think it's a petrol station, dear.
Mabel: They must have one, Derek. It's urgent. Quickly!
Derek: Ahoy there, young man! Do you have a 'water closet'?

NEXT MONTH: DEREK AND MABEL GET HOT UNDER THE COLLAR ABOUT EXTREMELY RUDE FORECOURT ATTENDANTS.



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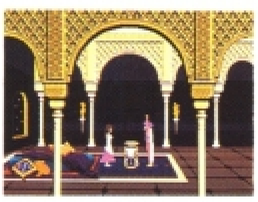
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LINKS



F-15 STRIKE EAGLE II



PRINCE OF PERSIA

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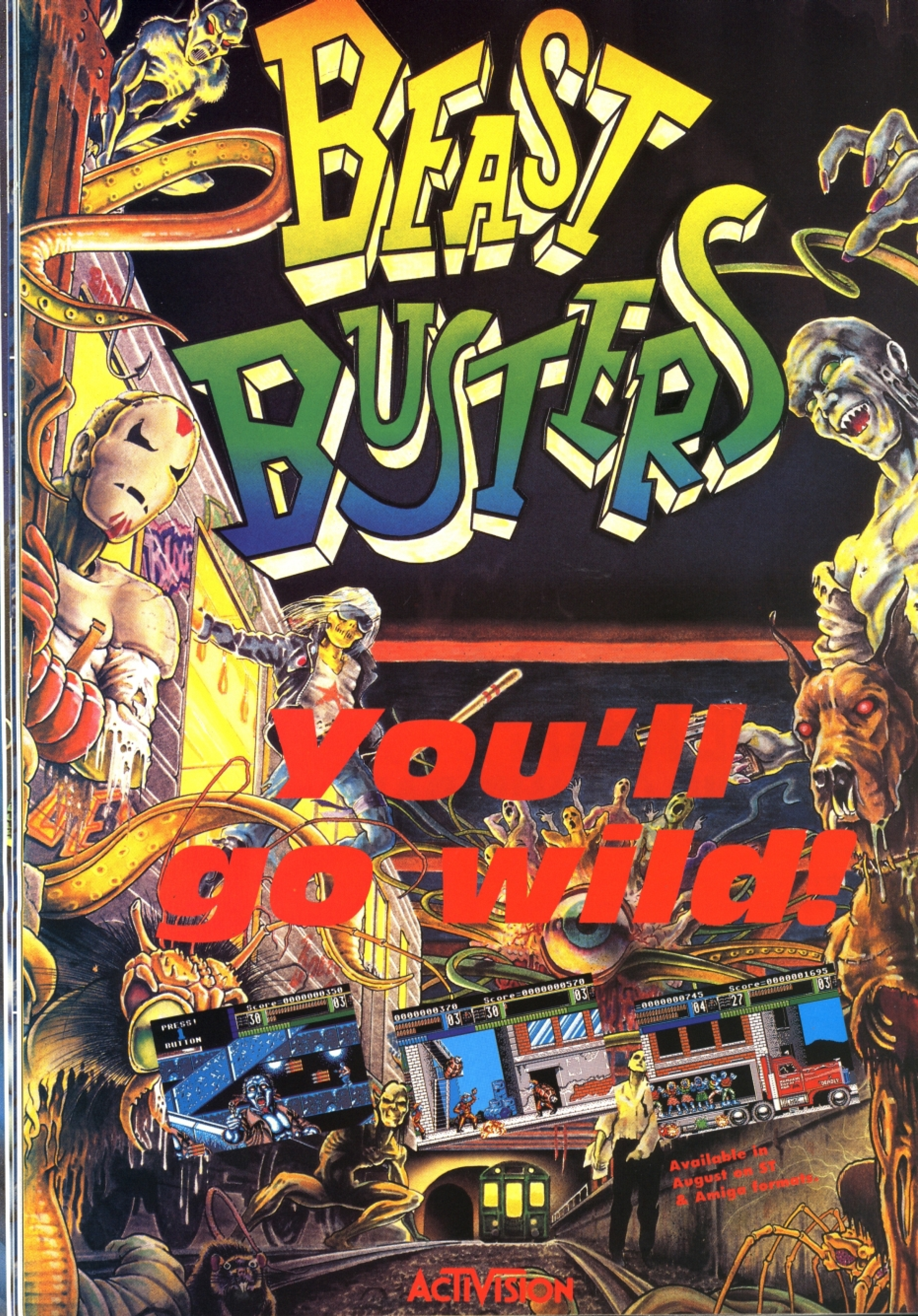
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ACTIVISION



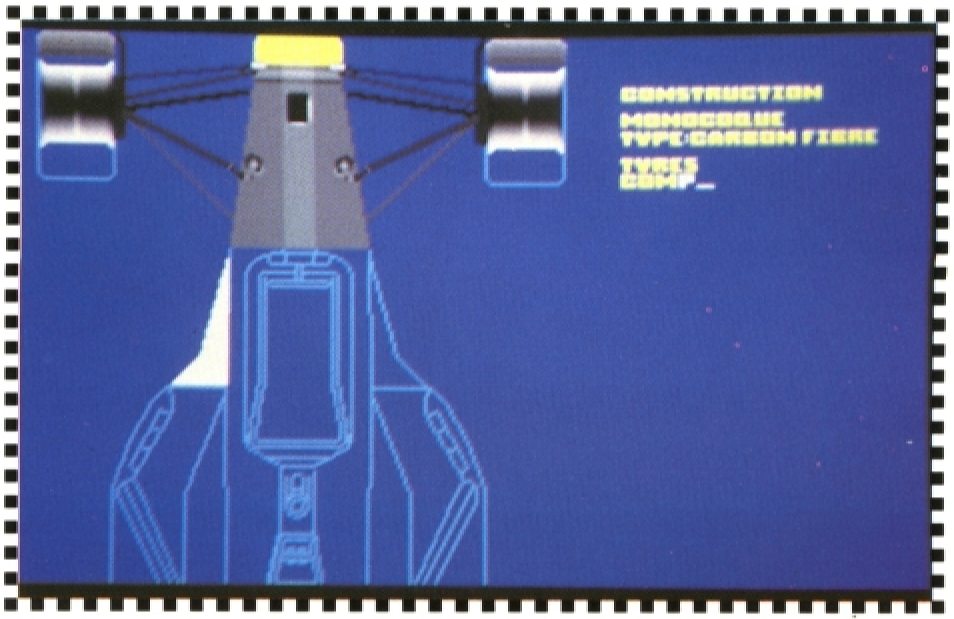
The race is over. Ahem. Now to get out of the car without the cameras picking up all those wet patches on your crotch area.

Dunc: This is possibly the shortest Amiga game review of all time, – the Amiga version is identical to the ST version in all respects. (Apart from the sound, of course.) So read the ST review...

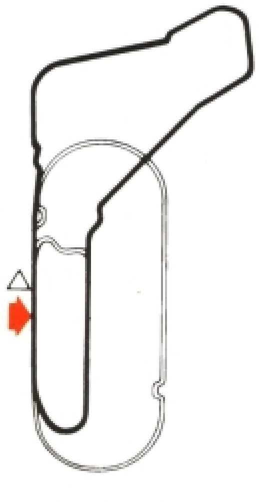
Dunc: The brilliant thing about games like this is that you get an insight into what the real sport must be like. I know that sounds a bit obvious – *Formula One Grand Prix* is 'a simulation' after all – but it's easy to assume you've guessed what real Grand Prix driving would be like from watching the camera car on *Grandstand*. Not so.

Lets take the circuit in Mexico as an example. The first bend – what a nightmare! After the lights have hit green, it's a mad dash down a medium-length straight, jostling for position the whole way. All the cars are spread out, using the whole width of the track and weaving this way and that. Then, suddenly, everyone in front of you seems to stop. What they've actually done is slam on the brakes and change down through the gearbox from sixth to second, losing about 100 mph in the process (because of the sharp right-hander). Do you risk holding back in the hope of gaining two or three places? If you do, you have to make sure there'll be a gap to squeeze into once all the cars have moved into single file for the racing line. Cock it up and the drivers who crash into you will be less than ecstatic (and you may even end up in one of those rather poncey roadside kicking and slapping fights). This feeling of rapid deceleration (which really comes through in the game) is like leaving a motorway at high speed. Seventy mph may take on new proportions when there's a busy roundabout and a queue of stationary traffic about 100 feet in front of you, but imagine it from 180 mph! And imagine it happening again and again and again over a period of two hours. No wonder racing drivers lose so much body fluid – most of it ends up in their pants. (I had to change my trousers after three laps.)

Something else which is smart about a racing simulation of this calibre is that you get to know not just the layout of all the Grand Prix circuits reproduced here with fanatical precision), but even all the nuances. Again, take Mexico. Quite how the drivers manage to avoid the pit lane on every lap is beyond me – it's on the inside of a long right hooker, directly next to your racing line. I'm a 'pit veteran', with eighteen accidental visits under my belt already. Useless, yes, but think of the value of experiences like this if you ever end up at a party attended by Nigel Mansell. You can pretend you're a real racing driver too...

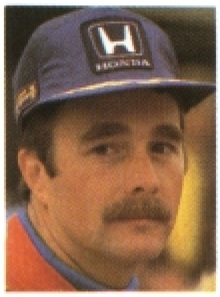


The weapon selection screen. (Or tyres or something.)

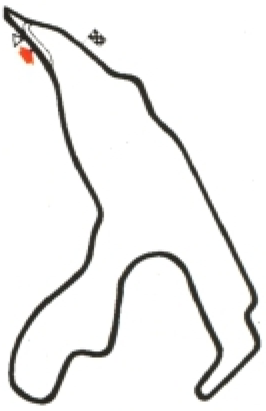


MONZA, ITALY

YOU: *(Sidling up to Nigel.)* Hello, Nige.
NIGEL: Who are you?
YOU: Ah, you don't recognise me without my helmet...
NIGEL: No. Are you another racing driver?
YOU: Yup, sure am. That pit lane at Mexico, eh? Terrible. I hear the circuit was originally designed by Stevie Wonder.
NIGEL: Ha ha! Yes. I thought it was only me who had trouble with that. You too, eh?

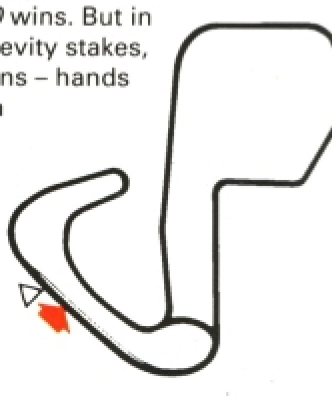


YOU: You're not joking. Had some right old to-do's, I can tell you.
NIGEL: Look, this party's boring. How about you and me going to a club I know where the wine and women flow like jiggery?
YOU: Just try and hold me back, you old bast!
NIGE: Ha ha ha!



SPA, BELGIUM

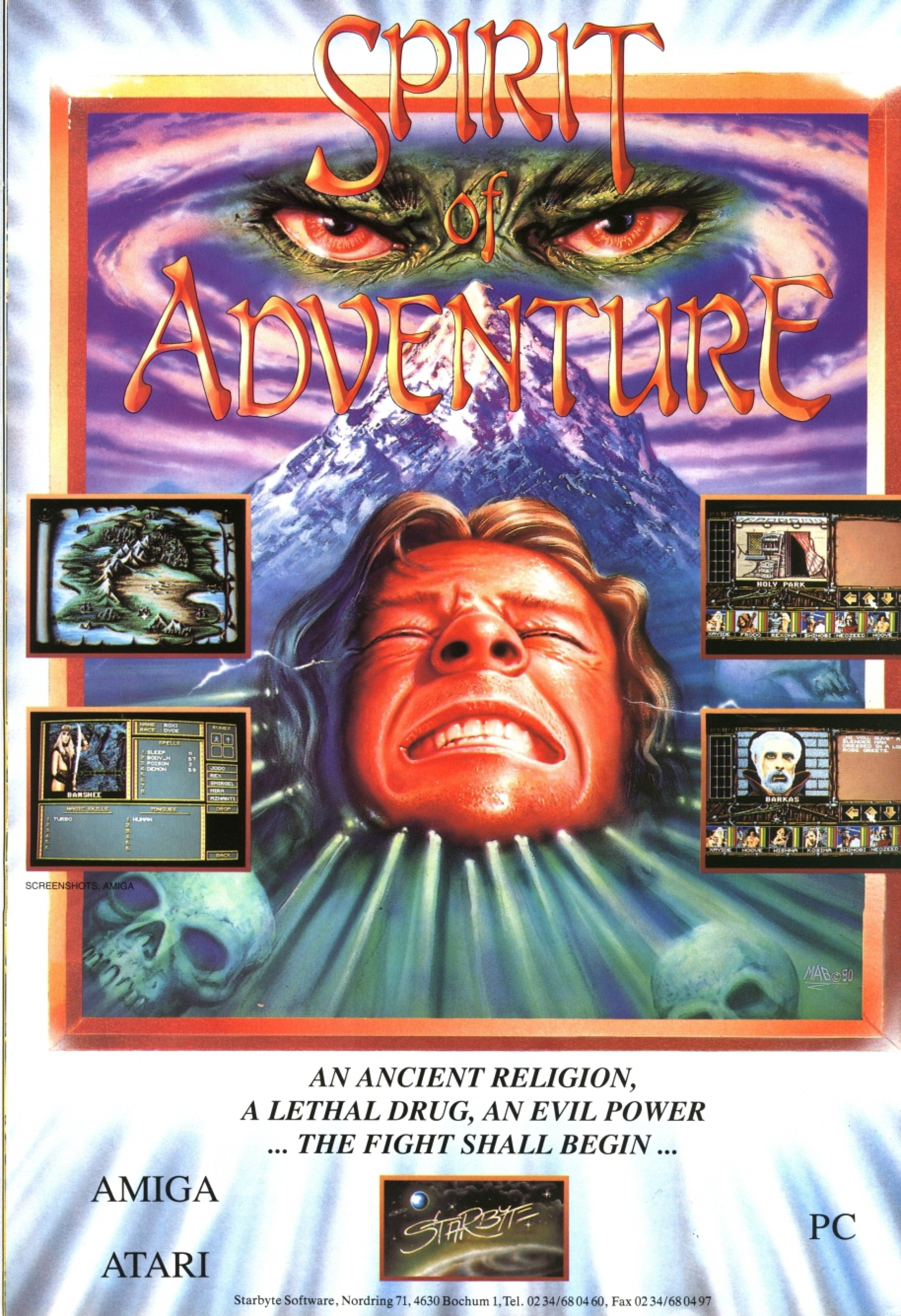
There's no denying the fact that Geoff Crammond's *Formula One Grand Prix* is brilliant stuff, but I suppose there comes a point in every chap's life where he has to compare it to the classic *Indy 500* (not that that's available on the ST, but don't forget, there are Amiga owners reading this too). Er, I'll be brief. *F1GP*'s a tad jerkier than *Indy*, and watching the pile-ups in replay mode isn't half as much fun. So in the Instant Appeal stakes, *Indy 500* wins. But in the longevity stakes, *F1GP* wins – hands down, in fact. So stock up on the bottled mineral water, 'cos this is the game you've been waiting for all your life. *(Steady on – let's not go totally overboard shall we, eh? Ed.)*



SILVERSTONE, BRITAIN

GRAPHICS 93	ADDICTIVENESS 95
SOUND 90	EXECUTION 93

OVERALL 93


Spirit of Adventure
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AN ANCIENT RELIGION,
A LETHAL DRUG, AN EVIL POWER
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VIRTUAL REALITY?

Although we told him it wasn't necessary, *Michael Horsham* insisted on dressing up as Judith Hann to investigate Virtual Reality. So, cue the slightly proud, questing theme music, run the dodgy graphics, get Howard off his state-of-the-art, 21st century pogo-stick and try to find out where Maggie's got to... and quiet studio... 3... 2...1... Cue Judith, lovey... Roll!

It's 1991 and the science fiction that was Virtual Reality is now a real reality, well, virtually, anyway. W Industries' Virtuality VTOL SD game and now the much vaunted Cyberspace SU are a resounding success all over the world, particularly in Bognor, Picadilly Circus and Covent Garden. If you haven't yet had the chance to play on one of these marvels, then you have a treat in store. If you have, then of course you'll know about it already.

But, as Judith Hann would undoubtedly ask, what is Virtual Reality? Well, let's break it down into its constituent parts. We'll start with 'Virtual'. Hmmm... well, we can come back to that one. Now, 'Reality'. Yes, reality, as it stands, is a completely different kettle of fish altogether – the exact nature of reality is a question which has puzzled philosophers since God knows when. As a question, it's very much akin to "Why are we here?" The disturbing thing is that we don't really know the answer to this for sure, although the key is generally agreed to be something called 'perception' – the process by which an organism detects and interprets information from the external world by means of the sensory receptors.

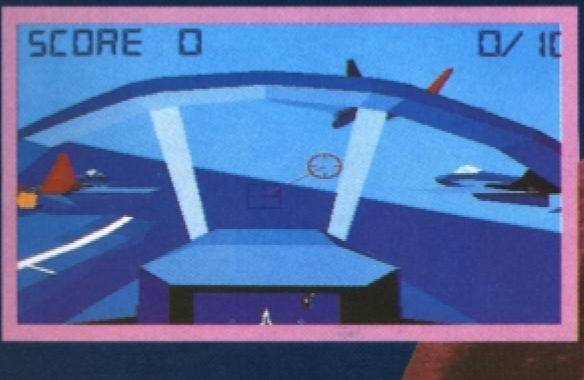
So your sensory receptors are responsible for locking into the world around you and feeding the information to your brain, which in turn (using memory, logic and instinct) makes sense of the information it receives. Lucky really, or we'd all be walking into walls the whole time.

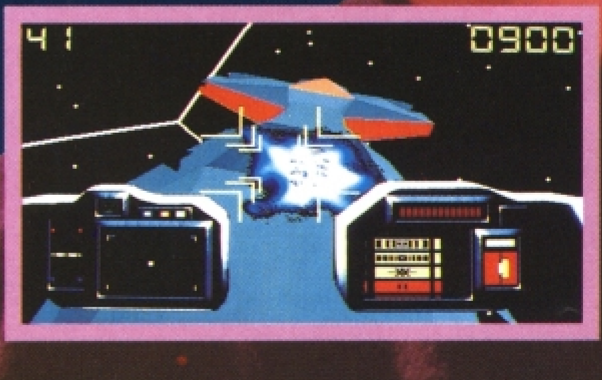
Luckier still is the fact that, although people like Jonathan Miller and David Attenborough constantly refer to the human brain as the most advanced organ on earth, the average brain, for all its synapses, cortexes, cells and lobes, is a bit of a plonker. It must be, because in the world of VR games, virtual reality doesn't get much of a look-in at all. What actually happens for most people is that while your brain is drinking in the stereo sound and marvelling at the 360 degree zooming vectors, and you're frantically trying to suspend your disbelief, the old hands, legs, bod and other bits are busy contradicting all this information and reminding you of the real world outside your VR experience. Boomph! and there you have it – a reality slip. Having to shell out £3 a time for the privelege doesn't help either.

But this is a problem (the not totally suspended disbelief, not the three quid) which will be overcome with



Not only does a Virtual Reality appendage strapped to your head make you look like a regular dork, but it also helps prevent the danger of anti-social diseases being spread by snogging! Blimey O'Reilly!

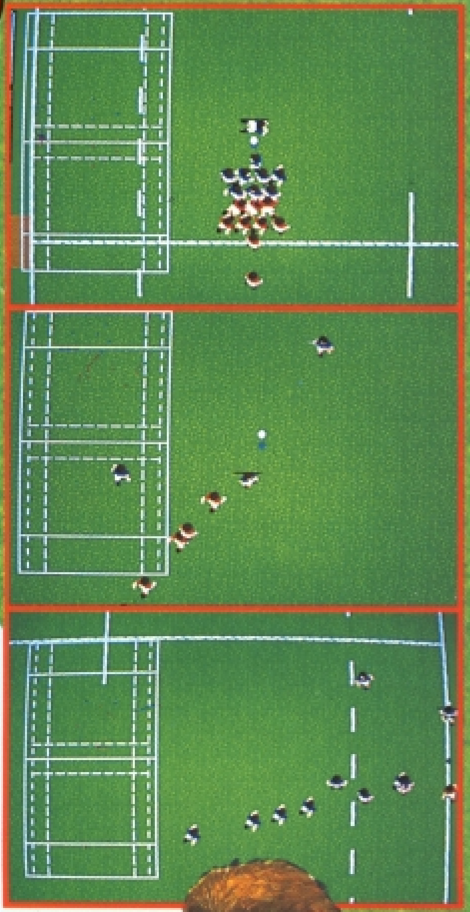




RUGBY

The World Cup





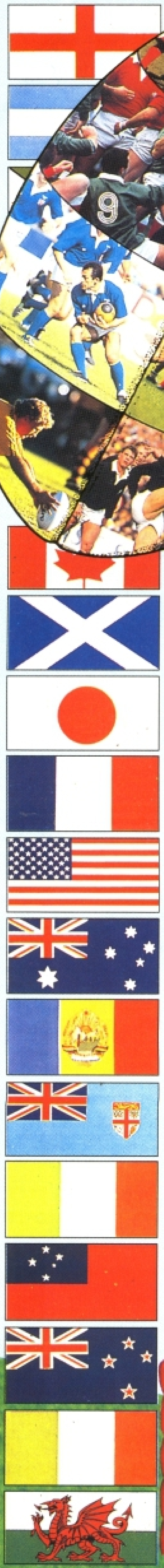
Every four years the the World's major Rugby playing nations battle it out over a four week period to see which team will lift Rugby's Greatest Trophy.

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- The tension as you wait for the throw-in in the line out
- The nerve-wracking moments just before you take a penalty kick.
- The skill and reflexes you'll need to play the fast-moving passing game.
- The jubilation as you score the match winning try.
- The combination of accurate detail and phenomenal gameplay make this a true simulation of one of the greatest team sports.

Take on the best and make your national team-Champions of the World.

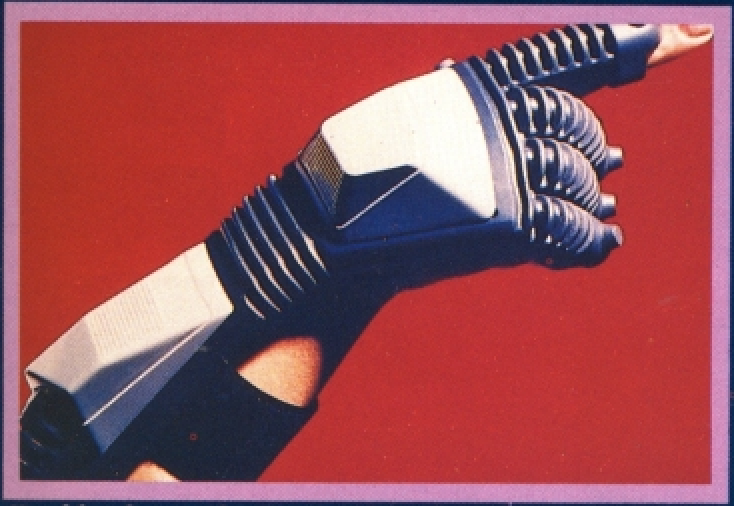




AMIGA SCREENSHOTS

DOMARK

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Programmed by WALKING CIRCLES



Hand in glove – the Power Glove lets your fingers do the walking.

the introduction of greater interactivity between the players and their VR environment, together with greater realism in the representation of Virtual Reality worlds. It's something the manufacturers of the big flight sims, people like Rediffusion and the Pentagon, have already achieved. These simulators are used for sinister military purposes and, not quite so sinister, for teaching our brave airline pilots to fly between the buildings at Hong Kong airport.

Because pro flight simulators use state-of-the-art screens behind their 'windows' and because the whole caboodle is jacked-up on hydraulics, the pilots who 'fly' these 'babies' find it easy to 'get real' once they're inside, belted in and responsible for the lives of 500 plus imaginary passengers. The images on the screens have the full monty in terms of texture mapping, real time movement, response and graphic clarity. Coupled with a pitching, yawing and rolling cockpit, these are the closest things to a real, interactive, virtual world yet devised. And no silly helmets.

But for those of us who aren't trainee pilots, yet who still hanker after a more complete experience, help is literally at hand (yes, we're leading onto 'the glove'). W Industries, acknowledged world leaders in the field of VR games that they are, have the Virtuality™ Force Feedback Glove in production, which allows players to 'pick up' and 'feel' objects inside the computer generated VR environment. This so called Force Feedback is supposed to make the interaction of the player with the VR world more tangible and tactile.

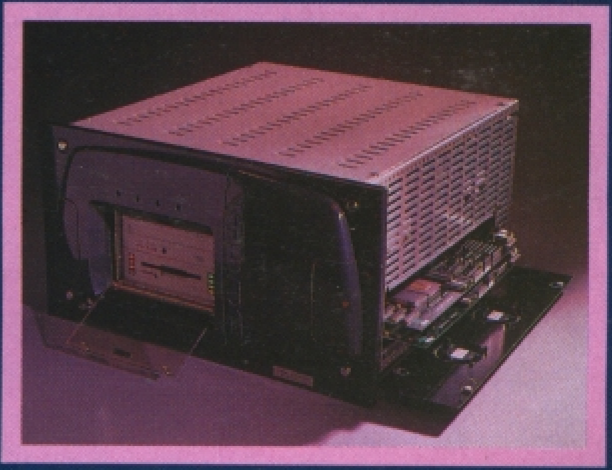
The potential future implications of such systems are extraordinary. Should a helmet, glove and underpants set (giving full tactile feedback) arrive on the market, gameplay will become evermore deep and interesting. If favourite games are converted or updated for VR use in the future, mandatory health insurance may well be required. Players might emerge hopelessly maimed from a bout of *Speedball 2*, as the glove mutilates the hand while you're going for a strong tackle. Scenes at games retailers across the country will be of epic, nay biblical proportions as hordes of broken-jawed punters return their updated *4-D Boxing* software on their way to the outpatients.

Should you happen to pull too many G's on your favourite flight sim (perhaps because your Power Glove has become caught up on your belt-buckle) the helmet will gently squeeze most of the blood out of your head, leaving you unconscious and quite possibly bleeding from the nose, ears and eyes. But you'll be happy with the veracity of the effect once you finally regain consciousness.

Then again, imagine some other classic games given the full VR treatment. *Tetris*, for instance. Aaaaagh! The Blocks. The Blocks. You'd be shagged out in about 30 seconds flat if they were made of York Stone or something. And what about *James Pond*? "Help, I can't swim. In fact I can't breathe". The tactile, feedback underpants would be another 'ball' game entirely (ho, ho), but we'd better not mention Virtual Sex, had we? *(Why not? I've got my name down for a couple of pairs already. Ed.)*

"But why stop at the underpants?" you may ask yourself. And why indeed. If VR games are about hoodwinking the senses and exploring computer generated worlds, then there are another two God-given miracles to mess with – taste and smell, the senses that seem to be taken a bit for granted but are really rather important. So, it's into the nostrils with the receptor-link tendrils and a quick game of *Cybersewer*. Or we could all regress to babyhood and put *anything* in our mouths just to see what it tastes like. I mean, we can do that now, and some do, but the VR version will be so much less messy and in no way illegal. Truly, the future doth hold terrible secrets.

Such experimental behaviour would be true to form, the ethos of VR has



An Expality Computer – it utilises the latest in high performance graphics silicon chips.



It's the start of the world's first VR dodgem race and the leaders encounter the first obstacle – a low bridge!



always been exploration, right back to the first efforts in the late 60s when Ivan Sutherland first delved around on the inside of a VR cuboid frame made from translucent white sticks, whilst wearing a stereovision headset and using a computer the size of a small house to generate the image. The landscape through which he wandered was not particularly spectacular, but the idea was. This characterises what has been a problem with commercial VR – the ideas and the language, until relatively recently, have been far ahead of the capabilities of the technology. What's more, commercial budgets have not been big enough to create the same kind of environments that the military enjoy. Although there is still something of a lag between the expectation and the 'reality' of the experience, faster processors and better screen resolutions (the things which will make an immediate difference to commercial VR games) are within sight, and even planned for.

As it stands, there are two different types of VR world available – the rather robust, 3-D graphics of W Industries' ground-breaking, off-the-shelf arcade VR systems, or those designed for the home or business user. In the latter type, a virtual world is created on the screen in 2-D with the smoothness, texturing and 'radiosity' of the real world which most of us inhabit from day to day. Radiosity (great word, whoever thought it up – probably a Californian scientist with a pony tail) is one of the buzzwords of VR and computer graphics. It describes the way light bounces naturally off solid and liquid surfaces, deflecting, reflecting and refracting as it goes. VR modellers are now at pains to build radiosity into their worlds to make them appear ever more real to the screen-bound viewer.

Interactive walkarounds are increasingly commonplace as CD-ROM technology allows for a huge range of options and outcomes to be stored and retrieved at the flick of a wrist or the touch of a screen. Macintosh II owners are among the first to benefit from this particular use of virtual images with Mike Saenz's 'Spaceship Warlock' from Reactor Inc – a CD-ROM interactive space movie written for the Mac, which uses the kind of graphics, animation and music which made the idea of VR so dashed attractive in the first place.

So, what of VR outside the games sphere? It's a broadly held view that TV and computers are, and have been, on an unalterable high-speed collision path for some time. When High Definition TV becomes the norm, as it undoubtedly will, the role of VR images in TV entertainment will expand with the believability and realism of the images produced.

Or maybe it already has... STOP

THE *VIRTUAL* ZOO

People don't like zoos anymore. It's a fact. After all, who wants to see beautiful animals caged? They should be free and, thanks to VR, they very soon will be. Gerald Durrell, author and zoo keeper, is looking into the possibilities of The Virtual Zoo. "It's an exciting idea," he says, "because once the image of a particular animal is coded and fed into the zoo's VR database, it can be given an artificial intelligence and left to hunt, graze, or do whatever it wants to do. Using the headset and gloves, the public can watch an animal from as close as they care to get. They can even touch it. There will be no danger involved – even, say, with a tiger. It may attack (it will, after all, be programmed with a real tiger's instincts) but the wounds recieved will only be virtual. When you take off the helmet you'll still have your arm. It adds a whole new twist of excitement to a zoo visit. Plus it'll actually be cheaper, as the animals will never have to be fed or cleaned. And a virtual zoo will need far less floor space, so setting one up in a deprived, inner city area will pose no problems. All the benefits of a real zoo with absolutely none of the drawbacks – it's incredible, really."

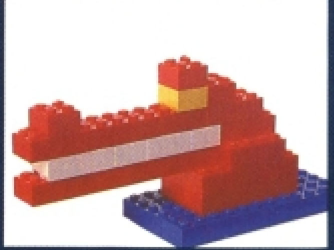
And we agree. It's incredible. Gerald Durrell's Virtual Zoo is in very early stages of developement at the moment, but already he has some of the animals in the VR database. He kindly allowed us to don the helmet and go for a stroll. Here are the amazing pictures we brought back. Unbelievable? Yes. But true...



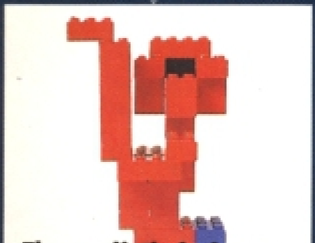
A deadly lion – but don't worry, it's already eaten today.



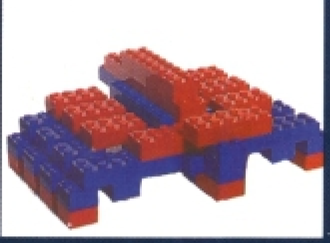
This giraffe has fallen over. Oh dear, what a silly clot.



The Virtual Zoo has plenty of water. Watch out for crocs.



The realistic baboon. Even its bottom looks inside-out.



A frightening tarantula. Quick, run for your lives.



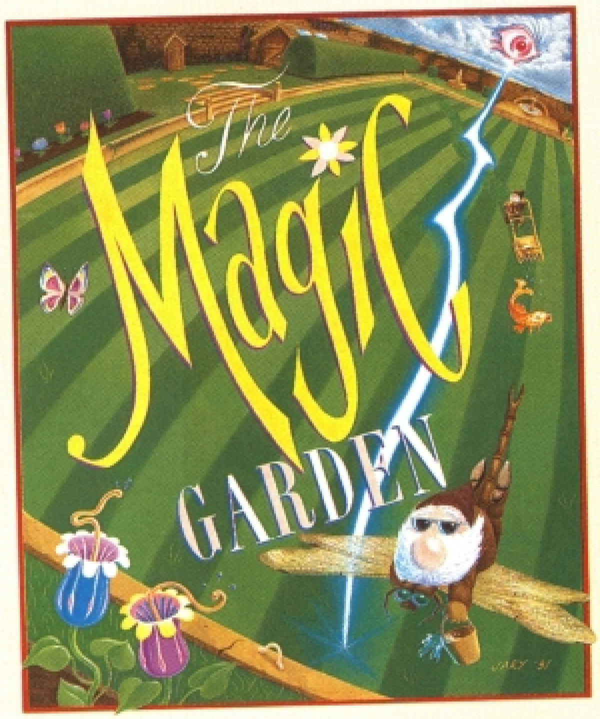
The only thing *this* elephant is likely to forget is that it's part of a computer.

SUE CARPENTER



IS SHE REAL OR WHAT?

Sue Carpenter, ITN's cool-as-a-cucumber weekend newsreader, always looks very crisp to us. Too crisp, in fact. And a bit too clearly defined and shiny as well. She looks like someone out of Gerry Anderson's *Space 1999*. Suspicious, eh? We phoned ITN and asked to speak to her. "She's not available came the reply." We asked if we could speak to her when she *was* available. "Sue Carpenter is *never* available," we were told. Oh dear. The future, it seems, is already here.



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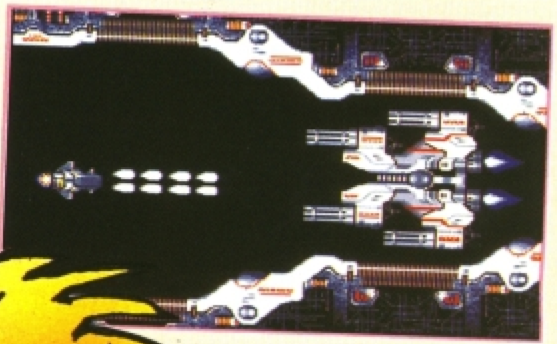
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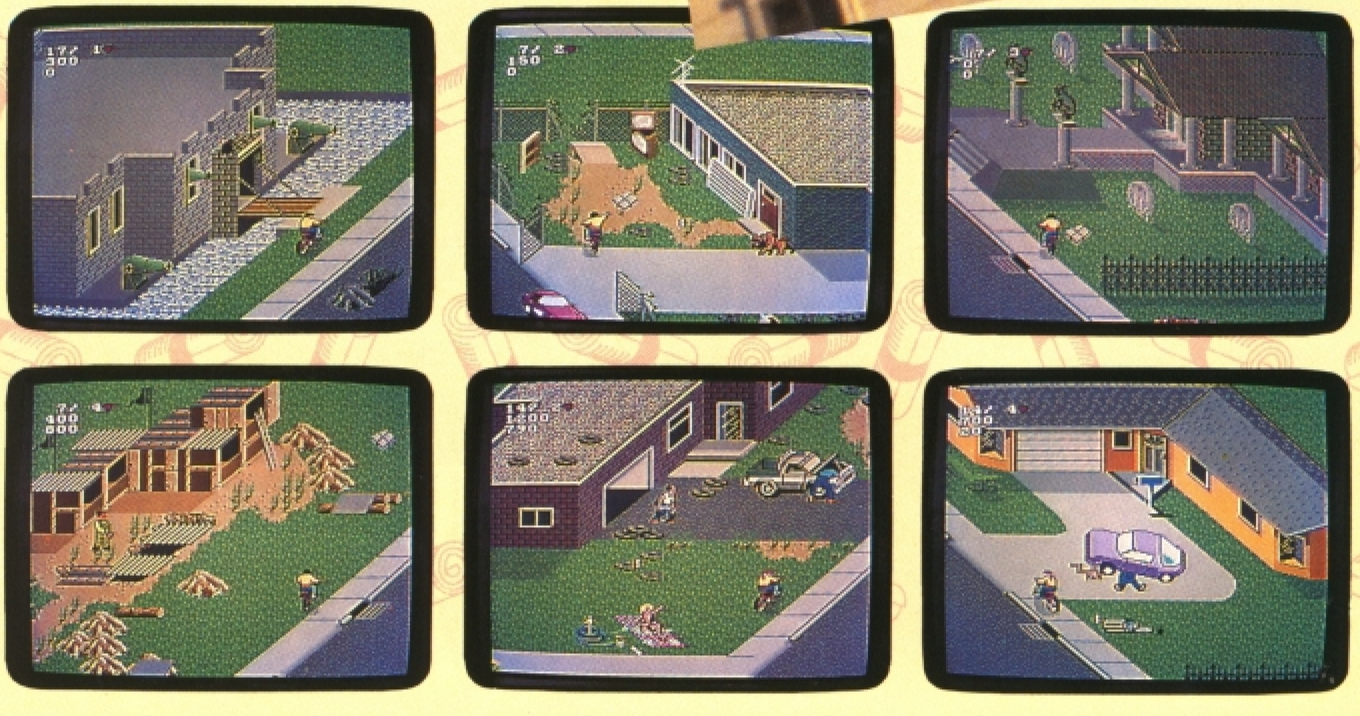
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PITFIGHTER

"Pitfightin'?" said *Ben Caudell*, "No problem, mate – I've got me dog out the back, I'll just take off 'is muzzle. Bet you a fiver he skins that cat good 'n' proper. Whaddyamean, it's me 'oo does the fightin'? I can't 'andle that. I think I'll stick to playing Domark's *Pitfighter* instead."

ZERO HERO

Pitfighting is not nice, not nice at all. In fact, it's downright nasty. Comparing it to regular boxing is like comparing Colour Me Badd to Guns 'N' Roses. It's illegal (which Colour Me Badd ought to be, but aren't). It's dangerous (which Colour Me Badd definitely are). And it usually results in a number of deaths (which is often the result when people hear Colour Me Badd). This rather dangerous 'sport' has been deemed a fit topic for a computer game, which you may have predicted by now (if you didn't already know, having read the *Underwraps* in last month's issue) unashamed beat 'em up. In fact, 'beat 'em up' seems a bit too mild a name for it. It could more accurately be labelled a 'gouge the living daylights out of 'em up' or a 'kick the living daylights out of 'em up'. These are more suitable descriptions of the action that takes place in this conversion of the Atari coin-op.

You choose one of three hulking brutes to be your pitfighter, all of whom have special characteristics. There's Ty, the agile kickboxer who can perform a variey of flying kicks. There's Kato, with a few very quick moves that he keeps under his karate black belt. And there's Buzz, an ex-pro wrestler who specalizes in power moves – body slams, head butts and piledrivers. Two players can both take part in the same match, but don't think that this'll make it easier, 'cos there'll be two opposing you.



Once you've decided which of these men most closely follows your own taste in pitfighting manoeuvres, it's straight into battle. Now you'll discover that pitfighting takes place not in pits, but generally in big warehouses with loads of objects – like knives, barrels and the occasional motorbike – lying around. You must have no qualms about throwing these beauties at your opponents – they'll certainly be inclined to lob them in your direction, causing you a great deal of damage. If there's nothing to hand, you can indulge in a little hand-to-hand combat. There's all the usual 'smashing people up' moves – kicking, punching and jumping – plus your guy's own personal favourite moves and a few rather neat ones. You can pick up your enemy, throw him to the ground and then pick up a knife or a stick and plunge it into him.

If you do manage to defeat your first opponent (the hooded 'Exe-cutioner'), it's on through the remaining seven. These fearsome adversaries include the leather-clad female pitfighter, Angel, and Mad Miles the Vietnam vet. But before that, you're paraded on a fork-lift truck driven by some smiling girlie, while all the cash you've earned is piled up underneath you!(?) Then, after two fights, it's time for a grudge match against the other player. This is a great way of taking out your aggression on that 'friend' you don't really like who turned up at your house to have a go on *Pitfighter*.

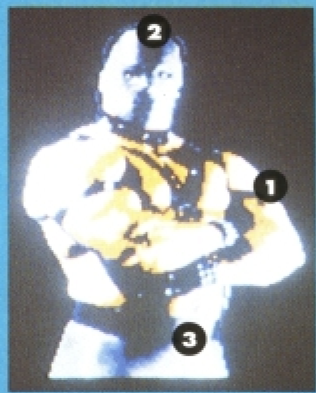
There are several things that make this game a whole lot beefier than most other beat 'em ups – one of these is the graphics. Like the coin-op, it's all done with some pretty stunning digitized graphics which lend a massive chunk of realism to the violent action. You can see the gleam of your well-oiled pectorals as they flex after a successful throw. The other pretty fab feature is that, unlike most beat 'em ups, the action isn't purely on one plane, with you basically just facing your opponent. In *Pitfighter* you can move around in a three dimensional way, scaling into and out of the screen, roaming around the big, scrolling, er... 'pit', in case you need to steer clear of a particularly angry piece of er... 'beefcake'.

WHAT'S WHAT

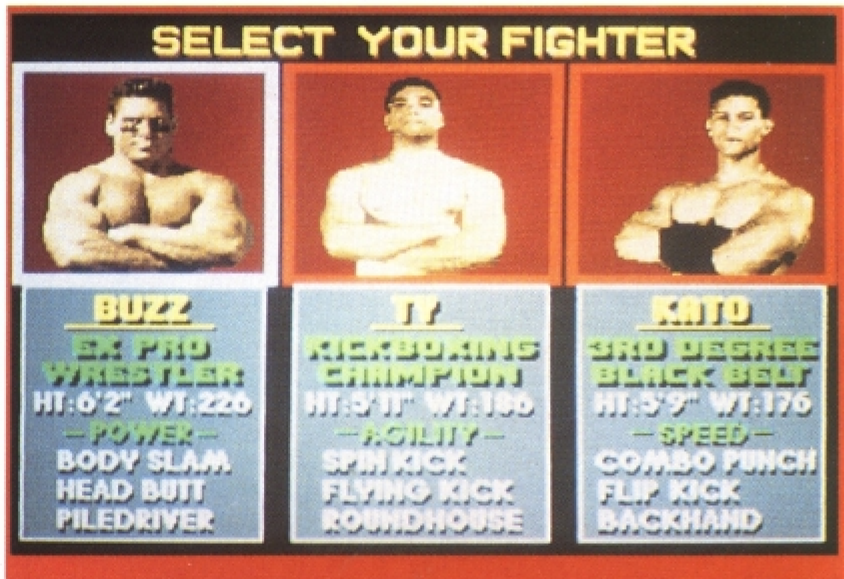
TITLE	Pitfighter
PUBLISHER	Domark
FORMAT	ST & Amiga/PC
PRICE	£24.99/£29.99
RELEASED	November

COULD *YOU* BE A PITFIGHTER?

So you fancy being a pitfighter? Reckon you've got what it takes to make it in the dirty world of illegal death? There are several things you need before you can enter 'the pit'.



1. Big muscles. Pretty obvious, really.
2. No brain. Blindingly obvious, really.
3. Some sort of strange apparel. Here we see illustrated the S & M gear favoured by many of today's top fighters.
4. A strange name, usually implying some kind of insanity or fixation with violence. For instance, 'Mad Willy Deaththreat' or 'The Masked Samurai' are fine, while calling yourself 'The Timid Trainspotter' is unlikely to inspire fear in your enemy.
5. A really, really big box of plasters in case you graze your knee.



Our three friendly pitfighters, two of whom are appearing in panto this Christmas. 'Ty' and 'Buzz' are the Ugly Sisters in *Cinderella* with Sue Pollard. 'Kato' is still available.

IN! PITFIGHTING!

IN! Fighting until the death, and then some.

IN! A really good kicking in the, erm... goolies. Wear a thick pair of pants.

IN! Throwing rocks.

IN! Sticks, knives and anything else that you can stick nicely into someone else's solar plexus.

IN! The jeering crowd who push you back into 'the pit' if you try to leg it, because they've got a pony on the outcome.

Forget about boxing, that's for quiche-eaters. Real men pitfight. Here are the essential differences between the two sports.

OUT! BOXING!

OUT! Namby-pamby three minute rounds

OUT! The shandy-drinking Marquis of Queensbury and no hitting below the belt.

OUT! Throwing punches.

OUT! Those soft spongey gloves that mean you can't hurt anyone. What's the point in that, eh!

OUT! The friendly referee breaking you apart and asking you to calm down a bit. And all that shaking hands bit.

AMIGA

Ben: It has to be said that Domark (or rather Teque, who actually programmed the game) has done a pretty darn fine job in converting *Pitfighter*, especially in the graphics department. Admittedly, the sprites are nowhere near as big or as detailed as they are in the arcade game, but then that's what you'd expect given the coin-op's dedicated chips. Though they are smaller, they still retain the realistic feel that makes the game so enjoyable to play, and gives it a great deal of atmosphere. The fighting is rather well animated too – there are no jerky movements as you attempt a flying kick. And the 3D scaling effect of the original is still there too, which gives a very impressive feeling of depth as you move around the area, avoiding the screaming, animated audience which scrolls past you.



That cunning 'hiding underneath opponent' in full.

It really is great fun to play, giving you a great deal of control over the actions of your fighter. Unlike some beat 'em ups I could mention, it's not just a question of waggling the joystick around and hoping that you'll get a fist in the right place – you really need to throw a few good punches. Playing with two is the best lark, especially when you can 'accidentally' give the opposing player a kick in the shins (but then of course he can have a good old go at you in the grudge match).

One reservation is that it looks like it could be a bit easy for real hardened beat 'em uppers, especially the first few levels. Still, when you get up to your fifth round opponent, 'CC Rider' (a bit of a loon), then you'll probably find the going a little trickier. The only other annoyance is the mysterious pitfighter on a forklift picture. He's nice to look at once, but keeps interrupting the action with disk accessing when you'd really prefer to get a bit sweaty with your joystick and some beefy blokes(!).

If you're a fan of *Pitfighter* in the arcade, then you won't be disappointed with this computer version. Likewise, if you're a beat 'em up fan, this is a bit of a must. In fact, even if you absolutely abhor violence, you'll stili probably have a heck of a lot of fun kicking the loony 'Heavy Metal' where it hurts. STOP

GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
93	91	86	92	91





After a pitfight, it's traditional to have a disco. Here we see the two masked 'Executioners' dancing to indie thrash, while 'Kato' and 'Buzz' select partners from the crowd.

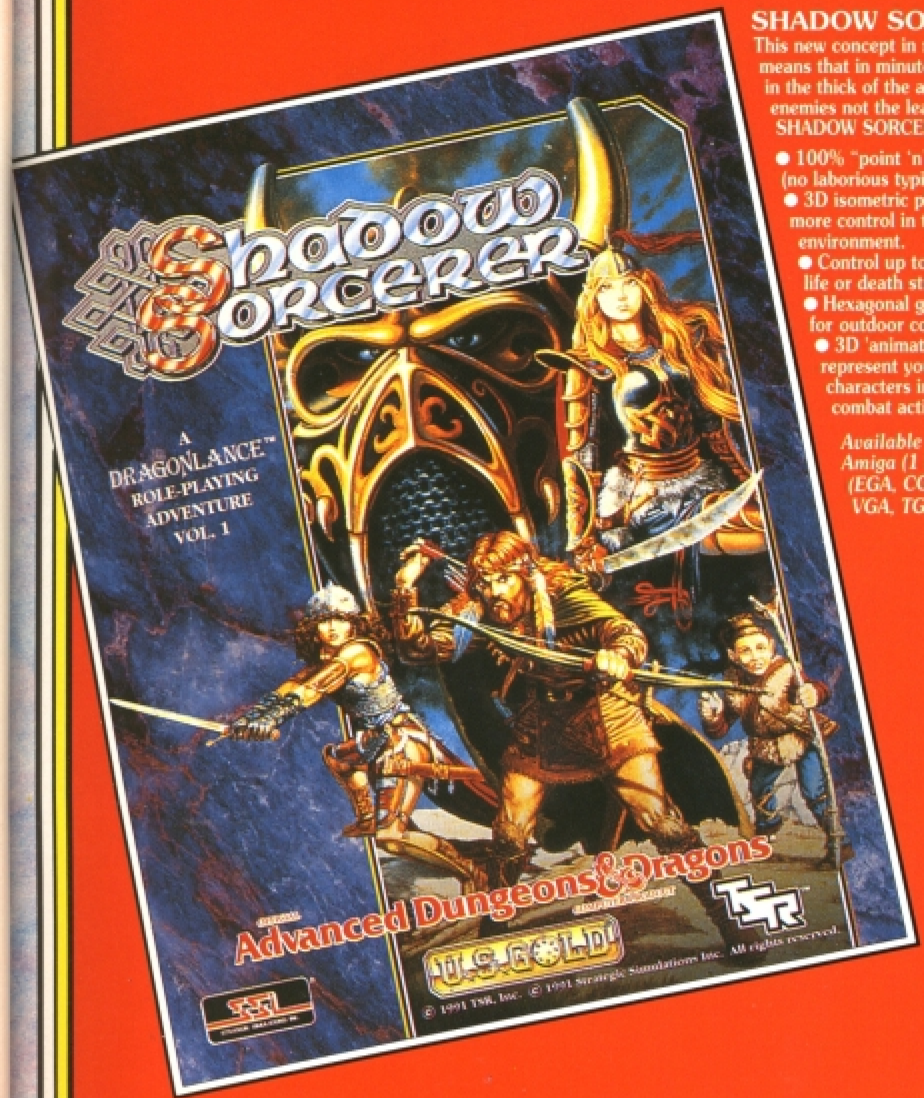


In a bizarre mix-up, 'Kato' swoons due to the vicious smell of 'Mad Miles'' vest and underarm. Consequently, he avoids Miles' otherwise perfectly-placed punch.

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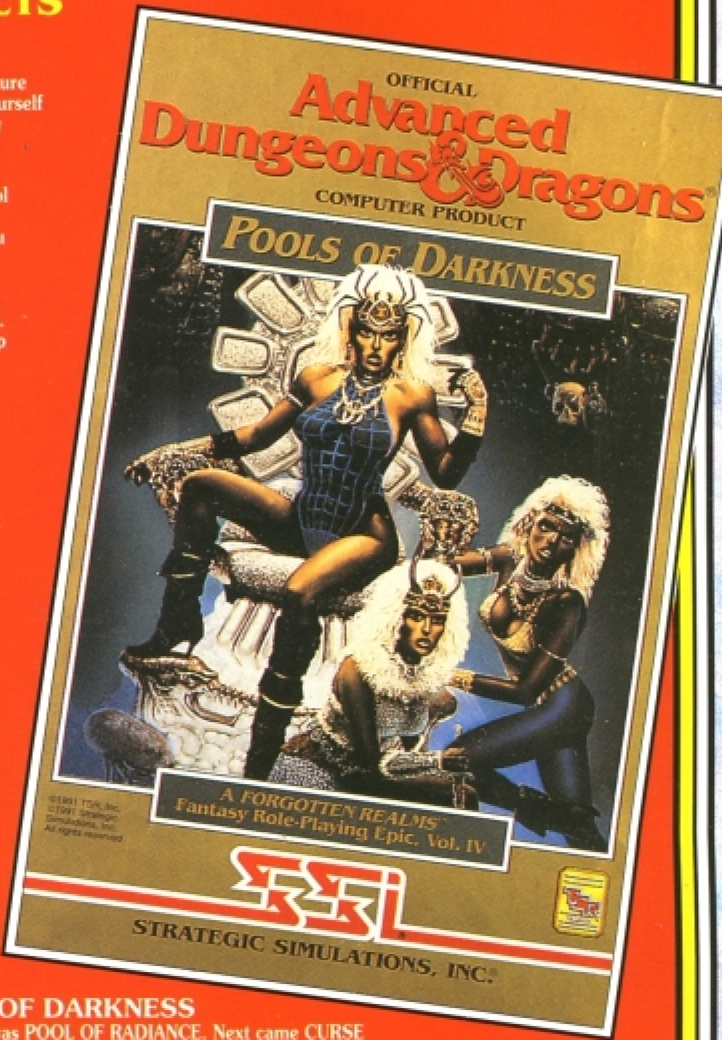


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- **Eye of the Beholder II** — Available on: AMIGA (1 MEG) & PC (EGA, CGA, MCGA, VGA, TANDY 16 Colour).

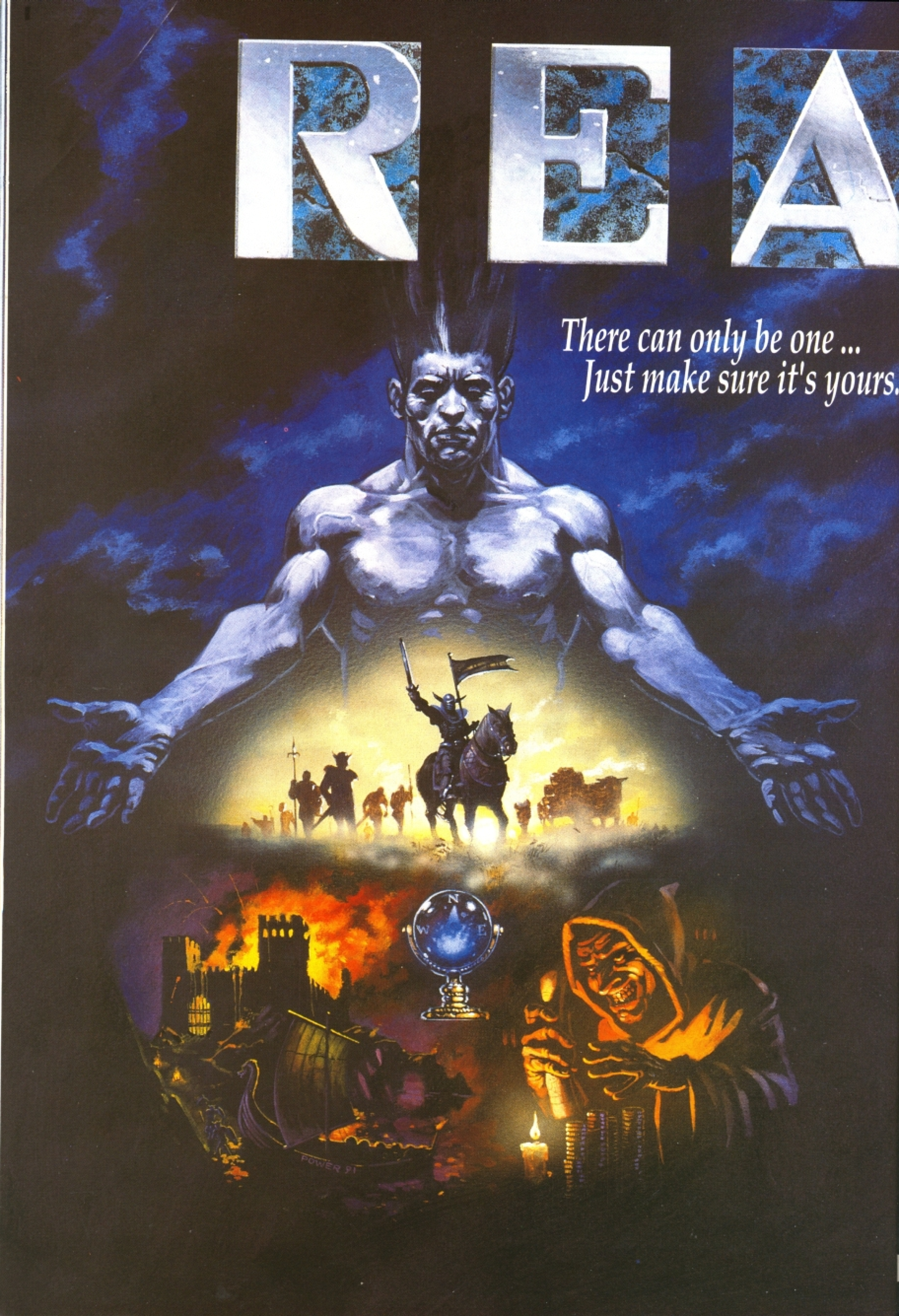
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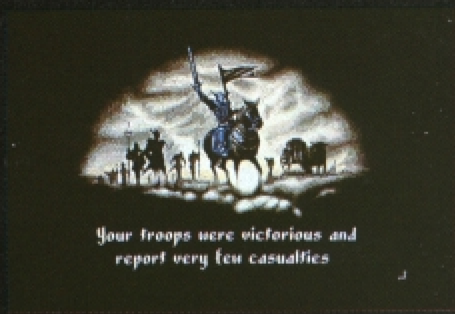
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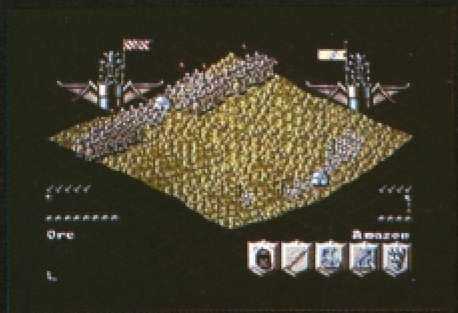
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LAST NINJA 3

"Dear Sir, I must write to complain about your introductions, which generally consist of meaningless drivel. One trusts that *Ben Caudell*'s review of System 3's *Last Ninja 3* will have a more useful opening. Yours, Sir 'Buffy' Binkman." Oh dear.



Ninjas, eh? Ninja, ninja, ninja, ninja – love them or loathe them, they're here to stay. Or at least they were until the arrival of *Last Ninja 3*, the last of System 3's *Last Ninja*s. The previous *Last Ninja*s (how many last ninjas can you get?) were rather big in the old 8-bit hit parade. He must be getting a bit past it by now, 'cos the old ninja's making one last outing – to go out with a bang, with a bigger, better and all together more *ninja* game.

It's based on a similar format to the previous games, with your ninja bloke wandering around several big levels presented on isometric view screens, doing his ninja business against various hulky, ninja-hating nasties. But the bods at System 3 have built an exotic trifle on this solid trustworthy foundation (or 'sponge'). First they've poured on a colourful jelly of brilliant-looking scenery and animation. While waiting for that to set they've knocked up a thick, thick custard of puzzles so difficult, that even the most hardened of adventurers would probably spill it down his (or her) beard. After that, they've whipped up a fat 'Dream Topping' of fast console-style beat 'em up with a variety of weapons, and sprinkled on 'hundreds and thousands' of baddies, locations and objects. Mmmmm... what a tasty treat!



Your task as ninja is to collect a scroll on each of the six levels by solving various puzzles and then 'have a go' at the rather gruesome end of level bad guy. You can do swift pick-ups when objects nearby are revealed in a little window on-screen, and collecting certain objects combine (while in your possession) to form new ones. Collecting two branches and some chain will give you nunchukkas for example. You're given various fighting moves via the joystick and fire button, with you and your opponents' power shown on a little spirally meter. Next to this is a dragon which measures your 'bushido' power (ie how well you're doing in the 'beating up the baddies' stakes). Do them over using their choice of weapon and you gain bushido, but simply whittle them away by throwing things and you won't do so well. You'll need the old bushido to have a chance to finish off the final end-of-level nasty. So get practising those old ninja moves, pull on the trusty black mask... and pass the trifle, mother.



Ben: As the saying goes "If you like cheese, you'll love these!" (with the 'cheese' in question being arcade/adventure games and the 'these' the six levels of *Last Ninja 3*). It's got everything that lovers of this particular big cheese enjoy: big areas that need careful mapping, objects to pick up and brain-teasers to get your head round. And what makes it all the more enjoyable is that this particular slice of cheese is eaten with a well-buttered 'cream cracker' of some superb graphics. (*That's enough food metaphors. Ed.*)

The main problem with it is that those who don't like the arcade/adventure savoury snack might find *Last Ninja 3*'s blend of beat 'em up and puzzle-solving a little unsatisfying. Real beat 'em up fans won't find much enjoyment in doing over the various thugs that come your way – once you've found the sword, fighting merely becomes a question of joystick waggling. Conversely, those who enjoy solving the puzzles may get a little bit fed up with all these blokes getting in the way.



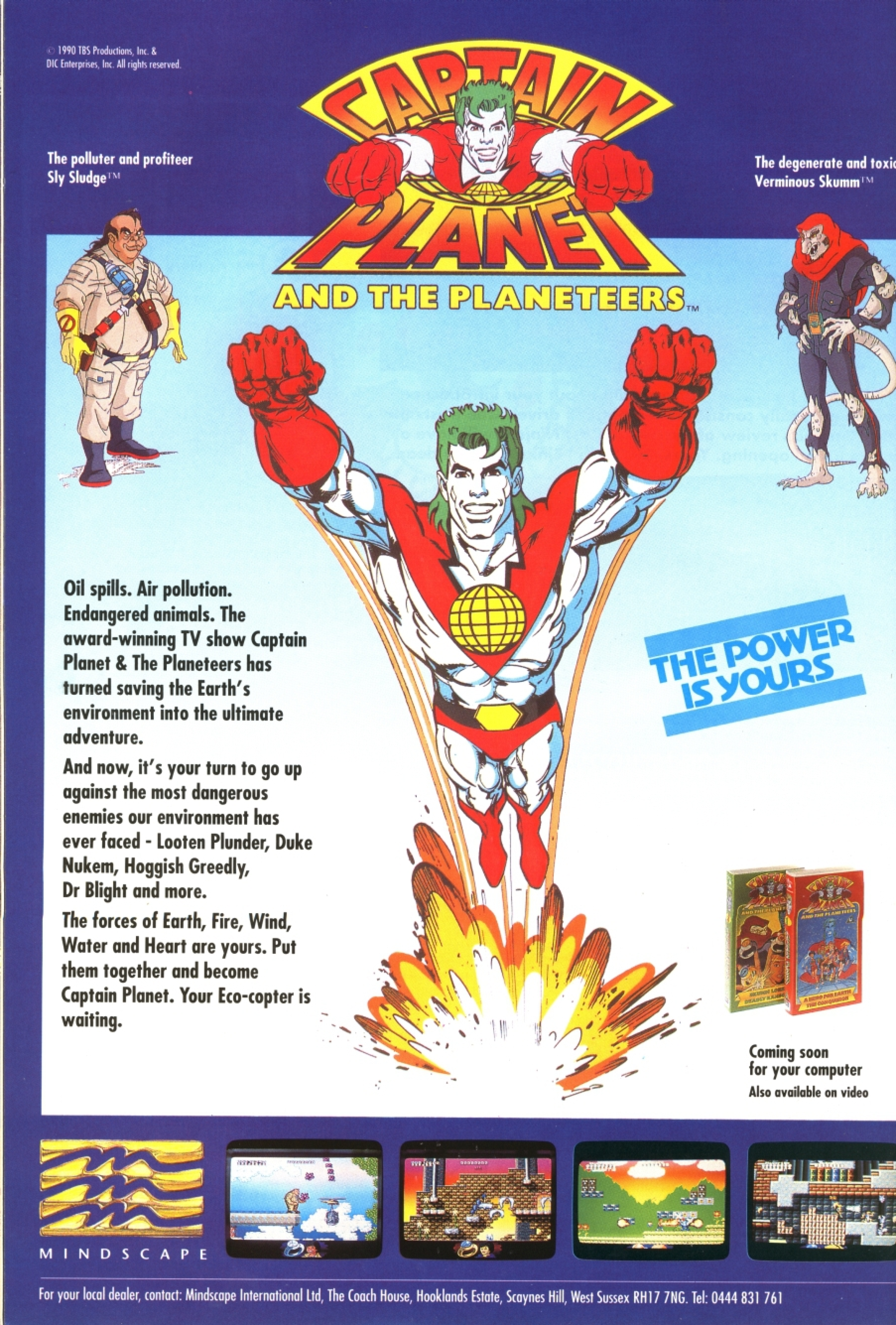
The other prob with the game is the rather wibbly control system, which demonstates itself in the number of times your ninja starts to moonwalk Michael Jackson-style when you really meant to leg it away from a fight. No doubt you'll get the hang of this after a bit, though.

Having said this, *Last Ninja 3* is a game that you can really get stuck into, with loads of places to go and things to do. It should take a good while to complete – a real five-course meal of a game, with the starter being the atmospheric opening sequence... (*Right, that's enough. You're fired. Ed.*)

GRAPHICS	91	ADDICTIVENESS	90	OVERALL 90
SOUND	86	EXECUTION	90	

WHAT'S WHAT

TITLE	Last Ninja 3
PUBLISHER	System 3
FORMAT	Amiga/ST
PRICE	£25.99
RELEASED	Out now


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ANOTHER WORLD



It doesn't pay to stand around by the water's edge. A large tentacle will come out and grab you!



Poll Tax, Paul Daniels, pollution, crime, the Eurovision Song Contest, Color Me Badd... *David Wilson* decided he'd had more than enough of this world. Delphine offered to take him to *Another World*, so how could he refuse?

Those French bods at Delphine are shaping up as the Gallic equivalent of the Bitmaps. They may not write the same style of game and they don't have lots of black and white Athena postcard-style pictures taken of themselves wearing shades and staring moodily into the middle distance, but they do have something in common. What is it?

Well, it's a rather impressive track record for producing consistently good games. You see, Delphine is the weird French publisher behind such classics as *Future Wars, Operation Stealth, Cruise For A Corpse* and Richard Clayderman. (No, not Richard Clayderman the computer game, but Richard Clayderman the inanely grinning pianist. Delphine software is an appendage of Delphine Records, you see.)

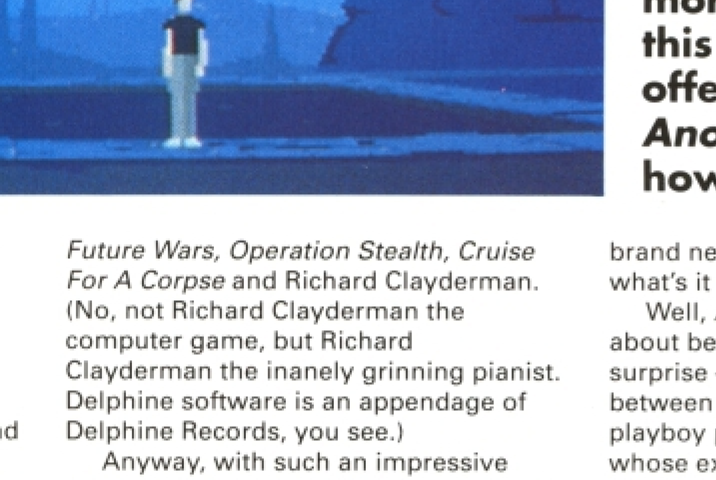
Anyway, with such an impressive reputation, who could fail to be excited by the news of a new Delphine title? Its first Cinematique game, *Future Wars*, was released to massive critical acclaim back at the end of 1988, and now its co-author, Eric Chahi, has come up with a brand new game – *Another World*. So what's it all about?

Well, *Another World* is literally all about being on another world (surprise, surprise – the unexpected hits you right between the eyes). You play young playboy physicist Lester Knight Chaykin, whose experiments with particle acceleration culminate with his 'Cyclotron' teleporting him into a hostile, alien environment. All this is brilliantly illustrated by the animated intro.

Once you're into the game proper, you'll notice the beautifully ambient

"BONJOUR! I AM ERIC CHAHI"

And *bonjour* to you too, matey! Eric was the co-author of Delphine's chart-topping *Future Wars*, along with Paul Cuisset. Shortly after its completion, the two parted company. Paul stayed on at Delphine and has been the brainchild behind *Operation Stealth* and *Cruise For A Corpse* (with its completely revamped Cinematique system). Eric, on the other hand, left to go freelance. Two years later, who should turn up on Delphine's doorstep but Eric, clutching in his sweaty palms the product of those missing years – a new game entitled *Another World*. To put it bluntly, everyone was gob-smacked, a deal was struck and Delphine agreed to publish the title. Eric anticipates the ST and Amiga versions being ready around November time, with a PC version to follow (which also promises to be on the 'special' side). *Another World* will be marketed in the UK by US Gold.



Eric Chahi takes a breather from the hectic world of programming


Watch out for deadly worms, Lester!

backdrops and the fluid animation of your central sprite – all rendered in vector graphics and again inspired by the brilliant *Prince Of Persia* (no bad thing in our books). By using this technique, as opposed to the usual selection of sprites, the programmer frees up loads of memory and reduces the amount of disk accessing, as well as enabling much more fluid animation and various special effects (zooming, close-up animations and large screen panoramas). It really has to be seen to be appreciated.

Without wanting to give too much away, as Lester progresses across the alien landscape he encounters some rather large humanoid life-forms which capture him and impound him in a cage suspended in the air. Until this point the action is akin to *Prince Of Persia*, with your central character responding in an attractively animated fashion to your commands – walk, run, duck, punch kick (high and low), jump etc. Unlike Bröderbund's masterpiece, if Lester reacts incorrectly in a situation, an animated close-up death sequence is initiated.


Eau No! A tête á tête avec ze grande forme noire!

Okay, so you've survived the cruel landscape and the game has repaid you by dumping you in the precarious prison. You'll find yourself accompanied by a cellmate – another inhabitant of the planet, but this time of a more friendly disposition.

Figure out how you can both escape, and the alien will become your ally in escaping this hostile environment. This adds a whole new perspective to the arcade action as you work intelligently together to solve the various obstacles to your survival – you controlling Lester and the computer controlling the alien.

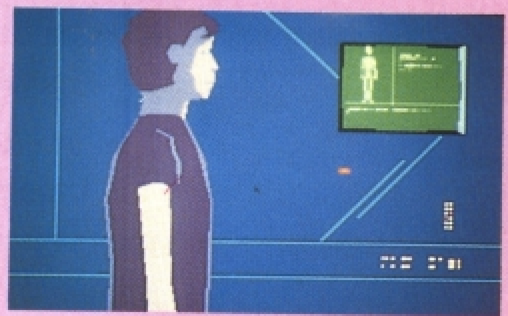
Boasting innovative gameplay, beautiful graphics, stunning animation and deeply complex arcade adventuring, *Another World* is a ZERO hot tip for the top when it's released in November on ST and Amiga. Although PC owners will have to wait a little longer, *Another World* on IBM compatibles promises to be equally breathtaking! STOP


Hi! I'm Aries. What sign are you?

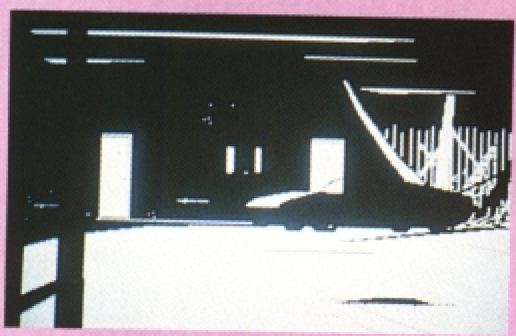
ANOTHER DAY, ANOTHER WORLD

No icon panel, no status bars, no score or logo. *Another World's* screens are just pure unadulterated and somewhat spectacular graphics. Well, they say a picture paints a thousand words... So it looks like I won't have to write too much as I guide you gently through the animated intro sequence. Heh heh heh.


1 Watch as Lester slides his Ferrari (flash git) to a spectacular halt outside his secret underground laboratory. That must have been a good three thousand miles' worth of tyre wear on his Pirellis.


2 Thrill as he descends inside the elevator, shuffles up to his lab, and is identified and greeted by his computerised security system. The machine makes wise cracks about your transport then lets you enter the complex.


3 A quick demonstration of the theoretical physics of Lester's particle acceleration experiments, then you're swiftly installed behind your desk and the project gets underway. Er... are you sure this is a good idea, Lester?


4 Viewed from outside, your Ferrari is dramatically illuminated by the intense electrical flashes from within. The whole screen flashes into negative as the electricity crackles across the background.

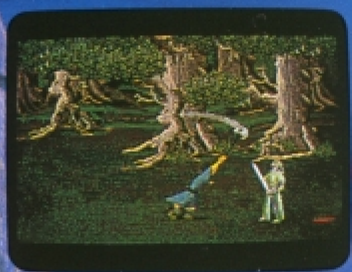

5 An electric blue wave of energy engulfs you and your whole console and drags it, lock stock and barrel, down into the depths of the Earth. Immersed in water you swim to the surface and find yourself in another world...

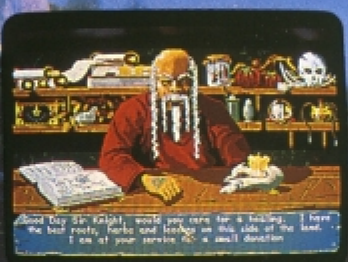
WHAT'S WHAT

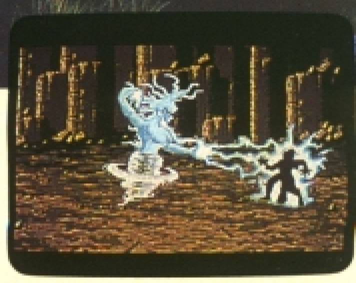
TITLE	Another World
PUBLISHER	Delphine/US Gold
FORMAT	Amiga/ST/PC
PRICE	£25.99/£30.99
RELEASED	November

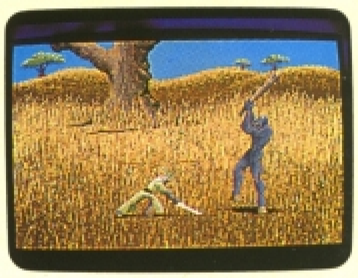
MOONSTONE
A HARD DAYS KNIGHT











SO MUCH FUN –YOU'LL DIE!

Moonstone - a remarkable combination of fast, aggressive combat action and subtle role-play set in a fantasy world, that uniquely challenges your brain and your reflexes - while covering you in gore.

Oh, by the way, if the sight of so much blood upsets you, don't worry. The blood is an option!

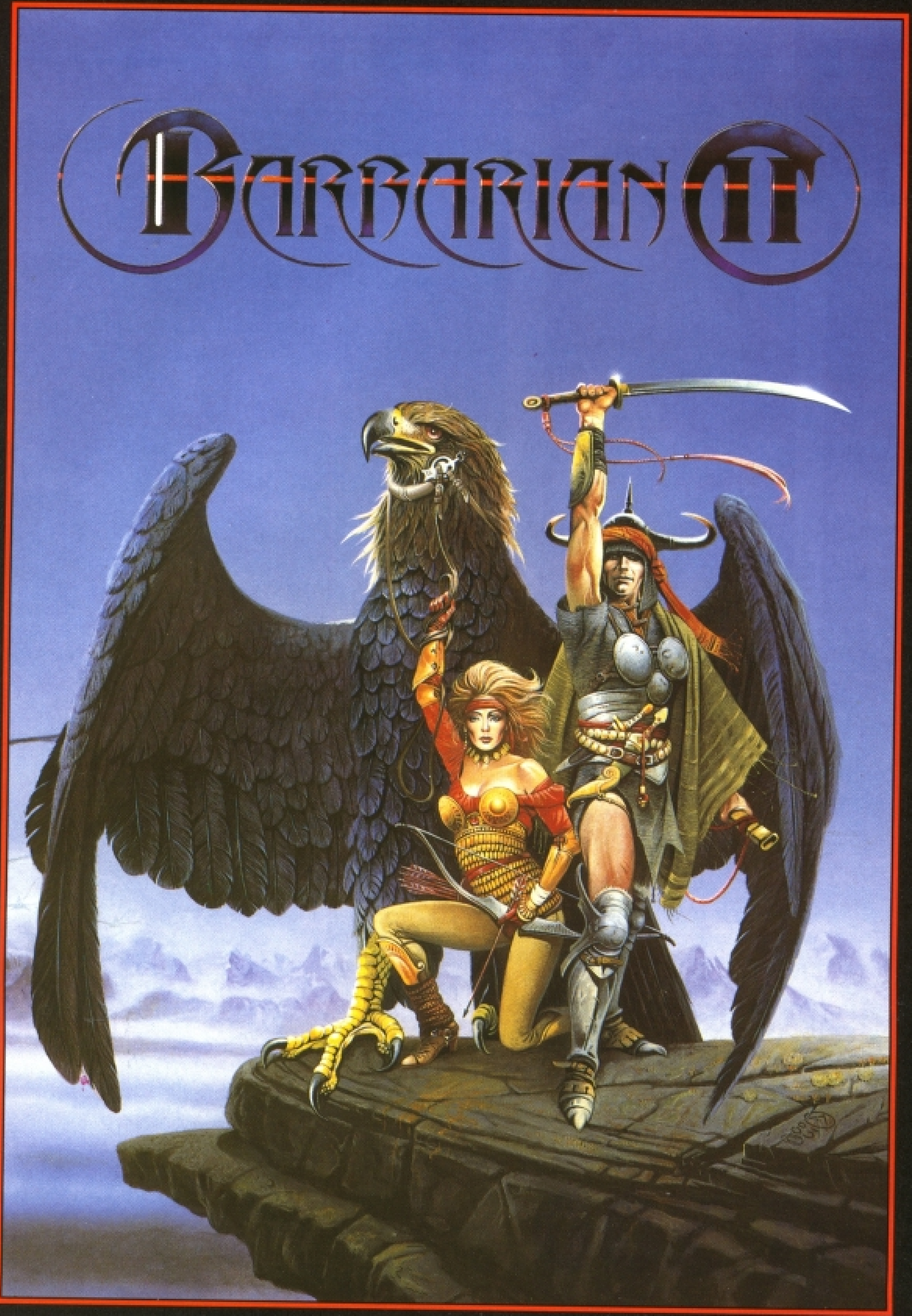
Moonstone features nearly 1,000 frames of incredible animation in 2 Megabytes of monsters and creatures, over 60 beautifully painted backdrops and detailed scenery. Sound effects are high quality digital samples and includes a full musical score and stunning full screen animated introductory and game complete sequences.

12

Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.

MINDSCAPE

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BARBARIAN II

Necron's back in town and he wants revenge. Only you – in the guise of Hegor the Barbarian – have the courage, strength and stupidity to face the challenge:

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Forests, caves, dungeons, castles and temples await your barbaric exploration, each is infested with deadly inhabitants and devious traps ready to terminate your lowbrow activities.

Featuring 2,000 frames of sprite animation, 32 colours on-screen, parallax scrolling, 6 levels of continuous arcade/adventure action, over 1 megabyte of fully-animated sprites, 50 divergent enemies, Magic & Health Potions to help you on your quest and a plethora of unique weapons to find and use. **Barbarian II** is:

The ultimate in loincloth entertainment.

Screen Shots from the Amiga version

SEEING IS BELIEVING

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RIDERS OF ROHAN

Few people realise that ZERO posesses its very own hobbit in the shape of *'Benbo Baggins'* *Caudell*. He trudged out into the muddy fields of Middle Earth, armed with nothing more than a copy of Mirrorsoft's *Riders of Rohan,* muttering something in dwarfish about 'Prof' JRR Tolkien. At least we *think* it was dwarfish...



If you've read *Lord Of The Rings,* you'll find it easy to get to grips with the scenario of this game – you must guide the Rohirrim against the evil wizard Saruman and his army of orcs, wargs and dunlendings. Simple really. On the other hand, maybe you're one of those people for whom the thought of ploughing through three thick paper-backs full of names that make your mouth fill with saliva when you try to pronounce them was too much and settled for watching *The Hobbit* when it was read out on *Jackanory*. In this case, no matter how much I try and explain the background you'll never get the hang of it. You'll just have to accept my simple explanation that you control a bunch of good characters and armies (who are all sweetness and niceness) who have to defeat the baddies (the sort of characters you shouldn't go off with if they offer you sweeties).

To achieve this end, you move your blokes around the plains of Rohan, meeting nice people who help you and nasty people who fight you, in a curious blend of adventure/RPG, strategy wargame, *Operation Wolf,* and slash 'em up. An odd mix, but nevertheless rather a tasty one.

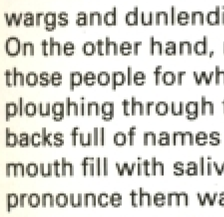


"Thus did the mighty warrior cleave the orc through." (Yawn!)

There's a scrolling main map which shows you where everyone is – clicking on a symbol reveals which armies are there, how they're feeling, what they're wearing... that sort of thing. You then give them instructions on where to go and how to get there. When your army meets the bad army (or "when the Rohirrim did smite the deadly Saruman on the barren Fords of Isen", for those of you reading in Tolkienvision), a battle field pops up and you can give individual units different commands in true wargame style. This shall be known as the strategy part.

As regards the action, this is not a game where you take turns – you give your armies instructions in real time as they grapple with wargs and the like. Tell them to run and they run, tell them to attack and they attack, tell them to go home and have a nice cup of tea and they'll jolly well go home

LORD OF THE RINGS



Riders Of Rohan **is based on incidents that take place in the second *Lord Of The Rings* book, *The Two Towers*. For those of you in the know, here's a bit of explanation of what's going on (for those of you who haven't read it, this bit wll make as much sense as one of those 'nutty' people you always end up sitting next to on buses).**

The game starts just after Pippin and Merry have been captured by orcs. Aragorn, Gimli and Legolas have set out to rescue them. At the same time, the wicked Saruman is raising an evil army to attack the Rohan strongholds.

Aragorn has to try and persuade Theoden, King of Rohan, of the danger of Saruman so that he mobilises his army to prevent them overrunning the land. This he must do quickly, because pretty soon a messenger will arrive bearing the Red Arrow, which means that Gondor is under attack and the Rohirrim must go to their aid.

Meanwhile the hobbits meet Tree-beard and the strange wizard-like fellow everyone thought was dead comes wandering through the forest. What happens next? Read the book or play the game to find out...

WHAT'S WHAT

TITLE	Riders Of Rohan
PUBLISHER	Mirrorsoft
FORMAT	PC/ST & Amiga
PRICE	£29.99/Tba
RELEASED	Out now/Early 1992

and have a nice cup of tea.

While your armies are getting on with all the dull business like fighting, your characters (which include the likes of Gandalf, Merry and Aragon, to those of you in the know) get to do much more exciting business like meeting and chatting with other oddly-named bods (henceforward to be known as the adventure/RPG bit). This is done in the usual "Do you want to talk about: Saruman/Fighting Orcs/Sexing A Weasel" menu style, with the aim of getting more armies to fight on your side. All the chat's illustrated with animated 'talking heads' – all waggling eyebrows and muttering lips.

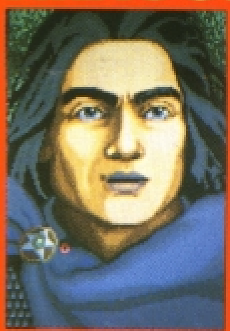
But it's not all about passing the time of day discussing the way the goblins seem to get taller every day – there's also a fair amount of hacking to be done in the arcade sub-games. You shoot arrows at approaching orcs in an *Operation Wolf* stylee, and do a fair bit of sword-weilding in which you control the moves of a battling character (the slash 'em up bit).

If you prevent the baddies from getting too boisterous in the time limit then you win, but usually, due to some, er... 'tactical miscalculations', they completely get the better of you (or "the mighty city of Edoras is overrun by the orc hordes").

RIDERS OF ROHAN TRIVIA FILE!

They're everyone's favourite bunch of do-gooders. Now it's time to find out what they're *really* like, with ZERO's exclusive, in-depth analysis of the bits Tolkien left out...

ARAGORN



FULL NAME: Aragorn, son of Arathorn, often called Elessar the Elfstone, Dunedain, the heir of Isidur Elendil's son of Gondor(!) but most people call me 'Arry.
RACE: Dunadan.
FIRST KISS: Glendar, daughter of Nagshir the Skirt-Knitter, half-twin of Morcat the Ferret-Slayer, behind the castle bike sheds.
FAVE BAND: Megadeth.
FAVE CHEESE: Brie, or occasionally a soft Camembert.

GANDALF



FULL NAME: Gandalf the Grey, also known variously as Mithrandir (in the elvish tongue) or Harold of the Cross (in the tongue of Bruckesyde).
FAVE POP GROUP: I don't call that music. It's just noise. It's all nonsense, isn't it – you can't hear what they're singing about. I mean, that EMF – what must their parents think, it's a disgrace. Now, Jim Reeves – that's what I call music – he's got a lovely singing voice. Those were the days – you could go out, cast a few spells down the local and still have change from a shilling.

TREEBEARD



FULL NAME: Treebeard the Tree.
RACE: Ent (or Tree Shepherd).
FAVE POP STAR: Woody from the Bay City Rollers.
FIRST KISS: A silver birch, when I was fifteen. Hoom, hom... Hoom, hom. (*Eh? Ed.*)

MERRY



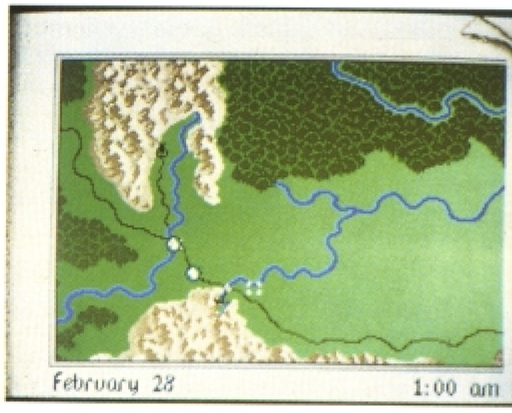
FULL NAME: Meriadoc Brandybuck.
RACE: Hobbit.
FAVE SNOOKER PLAYER: Joe Johnson. People always say I look like him, and he's got the best cue action in the business.
FAVE DAVE: 'Diddy' David Hamilton. He's such a star.
FAVE RAVE: Has to be the Hacienda – I'm a big mate of Shaun (Ryder, from Happy Mondays), and we always go there for a boogie.
FAVE LATHE: The Black & Decker Chair-spinner 423. It's got dual speed control.

CHEGGERS



FULL NAME: Keith 'Cheggers' Chegwin.
RACE: Hobbit.
MOST DANGEROUS MOMENT: I was alone in the forest of Fizbarok and a band of orcs and goblins ambushed me. Armed with the mighty Sword of Philbin, I smote the mighty orc leader in twain, then a thousand Dark Riders from the Halls of Peevlin rode across the Marsh of Doolim and... (*Snip. Ed.*)

Ben: Although it might sound a bit of a mish-mash, *Riders Of Rohan* adds up to something rather appealing. One of its major attactions is its mix of adventure and wargame, set in a definite time scale. Things happen at certain times (as they do in an adventure game), but you need strategy skills to complete the war game bits. In case you like one aspect of the game rather than another, most of the time you can let the computer do your bug bear. So if you're a fan of the arcade bits, the computer can get on with running the battles, or if you're no good at shooting orcs, you can skip that bit and just discover who the PC thought won. In fact, any interference by you actually *playing* a part of the game only seems to result in disaster. Letting the computer do everything leads to better results, but of course it's no fun.



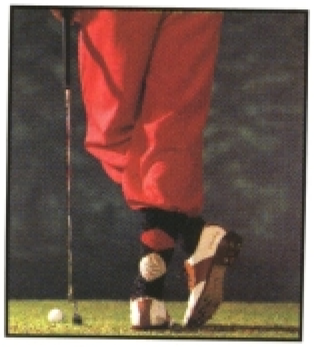
Ordnance Survey Map – Middle Earth.

The graphics are pretty nifty, but they can get very annoying at times, especially when you're talking to someone for the fiftieth time and you know *exactly* what they're going to say, but it takes ages for them to finish yakking and eye-rolling. And while we're about it, the keyboard controls are a bit wibbly to say the least, with keys changing their function at every moment. Because the *on-screen messages disappear when* you press a key, you don't get to see them when you're using the cursor keys, so play it with a mouse if you can.

These crits aside, *Riders Of Rohan* turns out to be a rather satisfying mix. While it might not be quite 'big' enough for the hardened RPGer or wargamer – with only a relatively small number of commands available to give to armies or characters, and only a limited region to explore within a time limit – the rest of us can enjoy the heady mix of fun and frolics the game provides. Even the arcade bits are rather ace, and good enough to play on their own (which you can do in a practice section). If only everyone and everything in it didn't have such silly names. STOP

GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
90	89	86	88	89

What will you ch

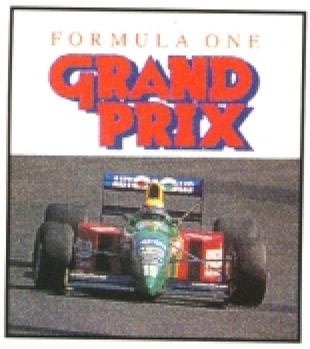


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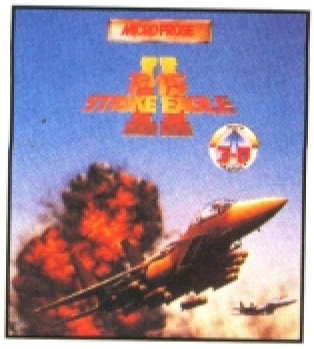


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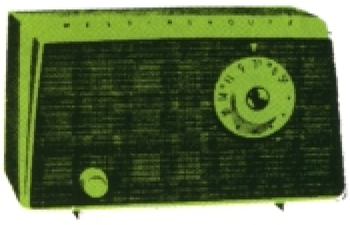
ZERO and Radio Luxembourg present a new kind of radio show...

ZERO HOUR

"Dudes!"



Bill Beaumont says: "Yes, it's a new kind of radio show alright. Sixty minutes of slammin' sounds you can chill to. It's safe!"



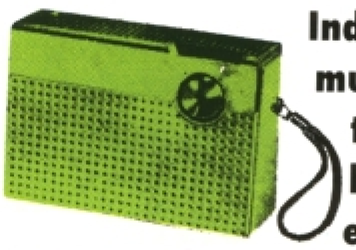
Bill's right. But there's more than just slamming sounds, there's also up-to-the-minute computer news, game reviews, interviews and competitions. Phone in and win fabulous prizes. But don't just take our word for it, here's Bill again...

LUXEMBOURG RADIO
ASTRA SATELLITE AND 1440 AM

Bill Beaumont says: "ZERO and Radio Luxembourg make a kickin' combination. Get real, tune in to the dopest show around."

Bill Beaumont's mum says: "Listen to my son. He knows what he's talking about. He's one of the team captains on the BBC1 quiz show A Question Of Sport – they don't give that job to just anyone you know."





Indeed they don't. Both Bill and his mum have already woken up to the fact that ZERO HOUR is the place to be between nine and ten on a Tuesday evening - especially when you realise that there's a section of the show dedicated to consoles called INTO THE GAME ZONE. All in all it's a case of "Be there or be square". In fact it's more than that. Let's leave it to Bill to explain...



Bill Beaumont says: "Be there – or be watching *The Bandung File* on Channel Four."

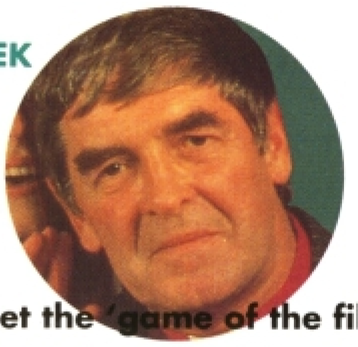
TUNING INSTRUCTIONS

ZERO HOUR is broadcast on Radio Luxembourg every Tuesday evening between 2100 and 2200 (that's between nine and ten o'clock for the thicky twins). On Medium wave you'll find it by tuning your dial to 1440 KHz. Got that? 1440 KHz on medium wave. However, if you're poncey enough to own an Astra satellite then do the following – find RTL4 TV station, press AUDIO, and Bob's your uncle... ZERO HOUR in stereo. (If you want stereo but haven't got an Astra satellite, you could always try the same thing using a Vauxhall Astra... it probably won't work, but you never know.)



ZERO HOUR and INTO THE GAME ZONE. *Only on* Radio Luxembourg.

DEREK



SUSAN



UNDER WRAPS

Forget the 'game of the film', *Ben Caudell* introduces the latest in spin-offs – the 'film of the game of the film', *The Hudson Hawk* Story, with an all-star British cast...

HUDSON HAWK

SCENE 1:

BRUCE AT HOME

Bruce Willis (Derek Nimmo) sits in his front room, watching telly.

Bruce: Hey, I've just had a really excellent idea for a movie. It could be a bit like a *James Bond* film with loads of stunts and stuff like that. I could play the part of a burglar who gets made to steal something like... like a....

Enter Demi Moore (Susan Tully).

Demi: Like a what, dear?

Bruce: Like a... like an alchemy machine designed by Leonardo da Vinci...

Demi: An alchemy machine? That sounds a bit far-fetched.

Bruce: No, it'll be great – there's loads of opportunity for leaping around rooftops and making wise-cracks.

Demi: Didn't you do all that in *Die Hard?*

Bruce telephones Big Boss of Columbia (Max Bygraves).

Bruce: Hello, Big Boss? I want to be in a film about a burglar who wears dark glasses a lot. He should be named after strong, manly things like rivers and aggressive birds.

Big Boss: How about *Tyne Tit?*

Bruce: No, I know – *Hudson Hawk*! It shouldn't cost that much.

Big Boss: How much do you want?

Bruce: Oh, I dunno... about $40 million. That way we can have loads of stunts in it, as well as me.

Big Boss: What about a girl?

Bruce: Hmmm... I know! We could have that girl from *Sex, Lies And Videotape. She's a bit of a corker.*

Big Boss: Great, it all sounds fab! See you in the summer. Looks like we'll have a smash box-office hit on our hands!





Derek Nimmo *is* Bruce Willis as he leaps majestically from the rooftops. Marvel at the way he avoids torrents of pigeon poop on the way down!

SCENE 2:

BRUCE AT THE CINEMA

Bruce enters the cinema, sporting a pair of dark glasses.

Bruce: Ha ha! In my cunning disguise I'll be able to hear what people are really saying about my movie!

He sits right behind three critics, as the final credits roll.

Critic One: What a complete and utter disaster. The turkey of the year. A $40 million dollar flopperoo, with a predicted audience of zilch.

Critic Two: Yes, after his panned performance in the lacklustre *Bonfire Of The Vanities,* Bruce Willis certainly looks a bit down the dumper, with wife Demi Moore catching all the critical acclaim.

Critic Three: Bruce Willis In *Hudson Hawk* 'Not Very Good Film' Shock!

Critic One: Still, at least that girl from *Sex, Lies And Videotape's* in it. She's a bit of a corker.

Bruce: Damn, damn! I'm on the fast train to Nowheresville! And Ocean is doing the computer game version – that's bound to be as much of a dud as the movie! I'm finished! I'll have to make another series with that daft Cybil Shepard!

Cut to 'arty' montage of old Ocean games. You can simulate this effect at home by quickly flipping to the reviews of Terminator 2 *and* Darkman *in this issue, or throwing the magazine up in the air, while singing the theme to* Moonlighting.

SCENE 3:

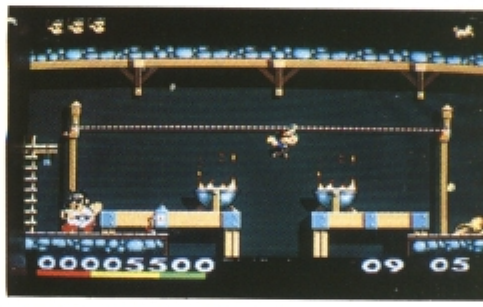
BRUCE AT OCEAN

Two Ocean bods sit in an office discussing what to do with the game.

Ocean Bod 1: What shall we do with this *Hudson Hawk*, then?

Ocean Bod 2: What's wrong with the usual old crap beat 'em up? After all, the film's no hot potato.

Bruce now climbs through the window in a disguise (ie he's sporting dark glasses).



Bruce: Wait, I've got a much better idea. Listen to this, fellas, and tell me what you think. You play the lead in a platform-style game with cartoon-style graphics which takes place on various levels based on scenes from the film. It starts on the rooftops, with various puzzles and obstacles to prevent you getting through a window and into an art gallery to steal things.

LOUSY FILM, LOUSY GAME

- **Navy Seals**
- **Days Of Thunder**
- **Red Heat**
- **Ghostbusters 2**
- **Darkman**

GOOD FILM, LOUSY GAME

- Total Recall
- Terminator 2
- Gremlins 2
- Platoon
- The Hunt For Red October
- Any James Bond game (except for Operation Stealth, which was a James Bond licence in the US.)

Then you go inside the building, with loads of security guys trying to beat you up and shoot you. But good ol' Hudson's armed with a big boxing glove to punch them and little balls that knock them out. There are little, infra-red burglar alarms which go off if you walk past them, but you can crawl under them or just over them. You go down in elevators to get to the basement. Then you could nip down a chute and find yourself under the building in a mind-boggling labyrinth of different passages. There could be lots of exploring and working-out puzzles, and lots of different levels. The game should have really nice graphics and great gameplay.



Ocean Bod 1: That'd make a change. Yeah, we could get the chaps at Special FX to do it – they've done a lot of our best film games. I bet they'd make a really nice job of it.
Ocean Bod 2: And we could put that girl from *Sex, Lies And Videotape* in it. She's a bit of a corker!
Bruce: Great, that should make it a lot better than the film and my reputation will be redeemed. See you, guys.
Bruce takes off his shoes and inexplicably exits through the glass window, breaking the glass as he goes.
Ocean Bod 1: Hey, that was Bruce Willis! What a guy!
Ocean Bod 2: Crikey, these shoes must be worth a bob or two.



Prediction: after the flop of *Hudson Hawk*, Bruce retires to a vineyard near Bordeaux to produce Château Willis. He attacks grape thieves in his inimitable way, longing only for rooftops.

SCENE 4:

BRUCIE'S PLAY YOUR CARDS RIGHT

Bruce: Come on, dollies, do your dealing! Nothing for a pair! Not in this game! No help from the audience in this part of the show, please! Didn't she do well!
Audience: Higher! Higher! Lower!
Cut! Sorry, wrong Bruce...

SCENE 5:

BRUCE AND THE CRITICS

The three critics sit around a computer. Bruce is, as per usual, up on the rooftops, watching through a skylight.
Critic One: Let's load up *Hudson Hawk* – it was a wash-out at the box-office, and it's my prediction that this Ocean licence will be a similar bucket of baloney.
Critic Two: That's right, they certainly haven't set the world alight with many of their recent film games and there's no reason why this should be any different.
The game now loads, the critics sit stunned by its smooth scrolling, console-style graphics and the cracking good gameplay.
Critic One: Wow, they've certainly surpassed all expectations with this one. The background graphics are rather nice, with lots of little touches like paintings hanging on the wall that give it that quality feel. The Bruce Willis sprite is well-animated and so are the other characters, such as the club-wielding security guards whose clubs bend as they hit the floor.



Once more the rooftops beckon Bruce...

Critic Two: It's certainly no turkey, easily outclassing many Ocean games based on better films. The gameplay's good, with lots of puzzles to work out as you progress. It's not a quick, leaping-around platform game – it requires a bit of thinking in places, and is all the better for it. In fact it combines the platform and the beat 'em up elements rather nicely, all done with a comic touch. I reckon it'll take quite a while to get through all the levels.
Critic One: There are some nice elements in it – birds who leap along a wire to knock you off, and an irritating dog who bites your bottom and won't let go – while all the time your energy's running down.
Critic Two: It all adds up to one of the most entertaining film licence games I've seen for a long time. Forget the movie, play the game – it's a corker!
Critic One: Shame that girl from *Sex, Lies And Videotape* isn't in it – she's a bit of a corker as well.
Critic Three: It's offical! Ocean in 'Game Better Than Film' Shock!
Bruce: Great! I'm a hit again – if not on the big screen, then on a small monitor-sized screen! I'm off to make *Hudson Hawk 2!* Watch out world! Brucie's bouncing back!
He leaps off the roof, jumps onto a passing airplane and flies off into the sky. Roll credits...

GOOD FILM, GOOD GAME

- Batman
- The Untouchables
- Indiana Jones And The Last Crusade (Adventure)

THE GRAND FINALE

There you have it and, would you believe it, it's a true story. Well, true-ish – that's to say 'Bouncy' Bruce Willis thought up the idea of *Hudson Hawk* all on his tod. And, although the film is universally acknowledged as a bit of a duffer, surprisingly Ocean's game looks like it could be rather cracking. Would you believe it? Fact, as they say, is stranger than fiction. STOP

WHAT'S WHAT

TITLE	Hudson Hawk
PUBLISHER	Ocean
FORMAT	Amiga/ST
PRICE	£25.99
RELEASED	November

LOUSY FILM, GOOD GAME

- Hudson Hawk

Er... that's it.



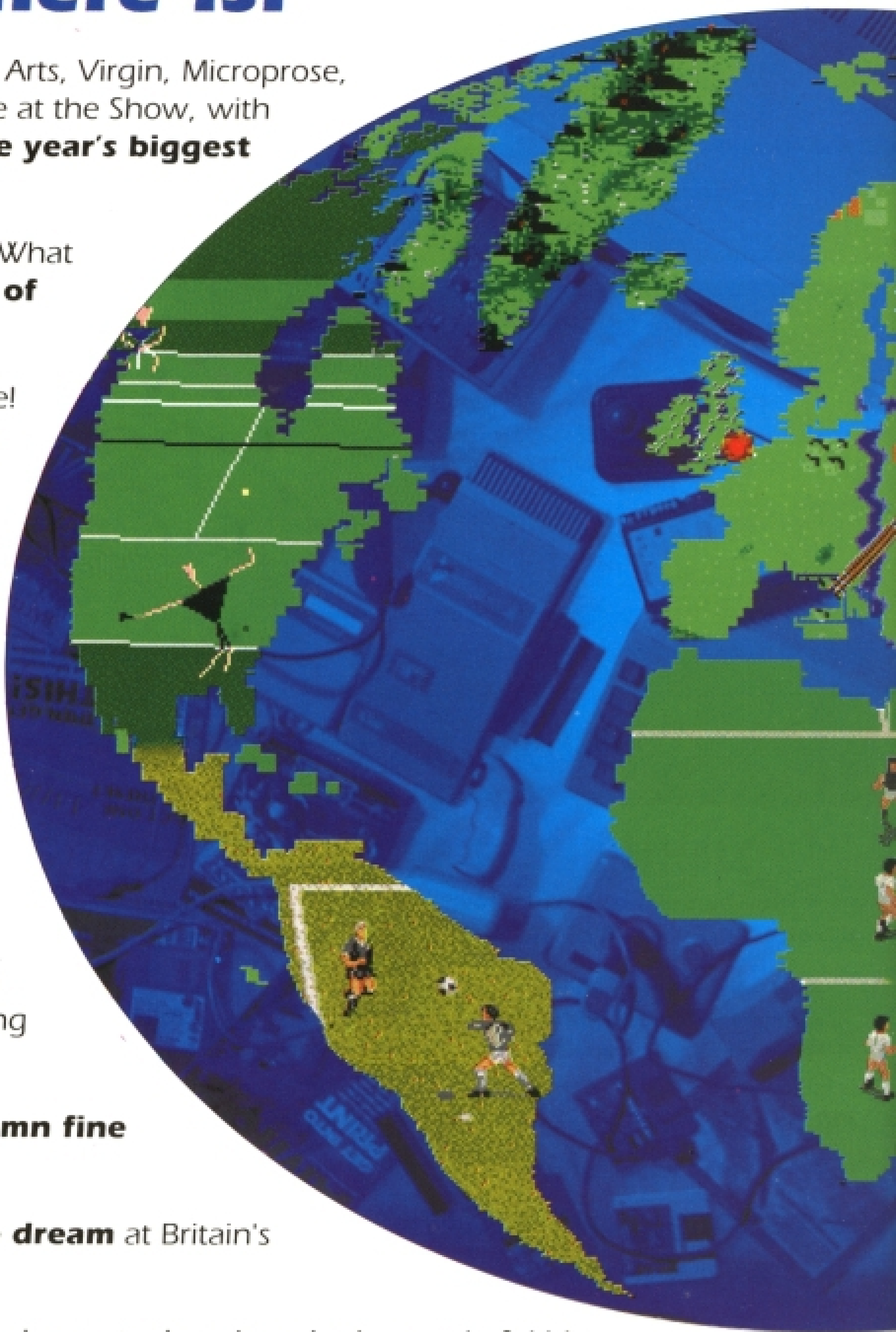




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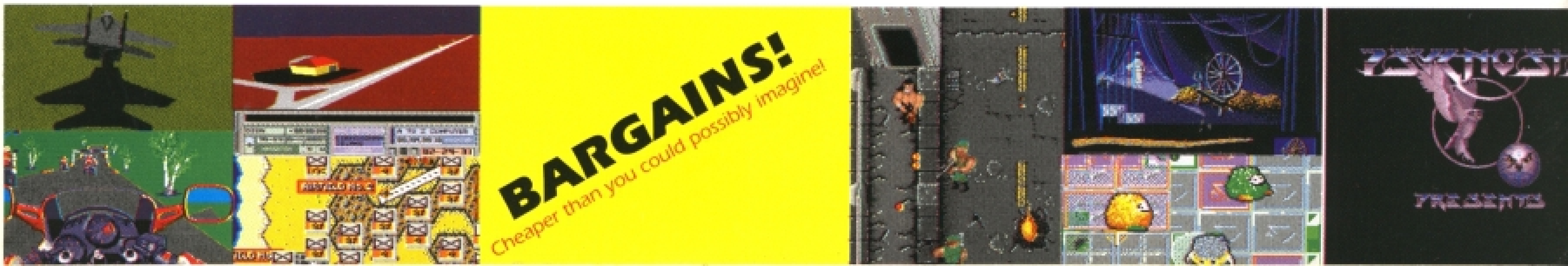
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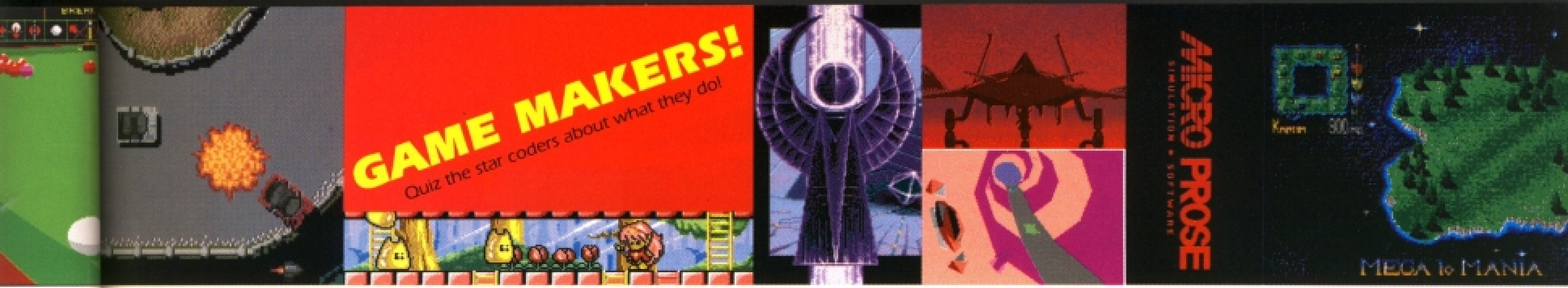
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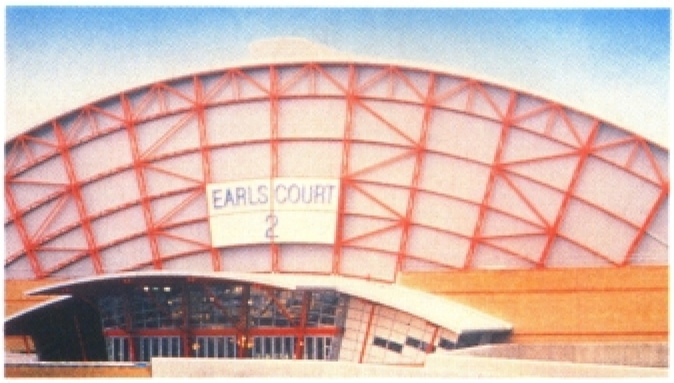
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UNDER WRAPS



ETERNUM

Eternum: sumptuous graphics, a tongue-in-cheek scenario and JPR side burns.



Sacred Blue, if it isn't *Daveed 'Francophile' Wilson* with another scoop preview of a cracking new Frainch software title. This time it's a game called *Eternum* (or even *Aeternum*, if you prefer) to be published by Infogrames.

Gallic publisher Infogrames chose the occasion of the recent European Computer Entertainment Fiasco (sorry)... Show to unveil four new products. Two you can read about in *Oi!*, one's aimed at nippers (so we'll spare you the details) and this one you can jolly well read about here. It's called Eternum in French (and possibly Aeternum in Angleterre, but then France does = weird, after all). It's been coded by the guys who brought you the innovative graphic adventure *Drakkhen* – that's Laurent Salmeron, Michel Royer and Norbert Cellier – and it's hot to trot!

The game comprises two distinct parts – the first will be familiar to fans of the original *Drakkhen*, as it's an overland multi-scroller that sets you exploring the fantasy landscape before you. Unlike *Drakkhen*, you won't get to see your characters in the foreground, instead the whole viewpoint will be seen from a first person perspective. Again, unlike the flat landscape of the former title, this part of *Eternum* will feature 3D relief terrain, complete with rolling hills.



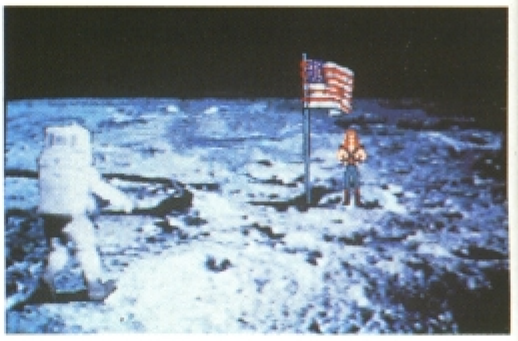
The guard dogs in *Eternum* make Pit Bulls a thing of the past!

The second perspective occurs when you explore one of the ten dungeon-style locations. Here you switch to a graphic adventure style that promises to rival the quality of Sierra and Lucasfilm titles. This part of the game will be driven by a user-friendly point and click interface – and highly impressive it looks too. An added dimension to this part of the gameplay are the close-ups, all embellished with cartoon-style animations.

Another aspect in which *Eternum* differs from its predecessor is in the way that the scenario is very much written in a tongue-in-cheek style. So what of the scenario? Well... let's let the loosely translated French press release tell you about it. Er... but first a word of warning: "Beware, *Aeternum* is not meant for chicks..." (Blimey!) Right, onto the scenario... "you will receive a message from the USA (Universal Security Agency) through the well-shaped TRACY. (Struth!) Your mission leads you to the Archipelago. Something worrying is happening, but she does not (k)now what and where."

Er... right, carry on... "The Archipelago is a very frightening place. On some islands times seems to stand still as on Egypta for example, whilst on Technika time seems to run twice as fast and the civilisation is far more advanced than it should."

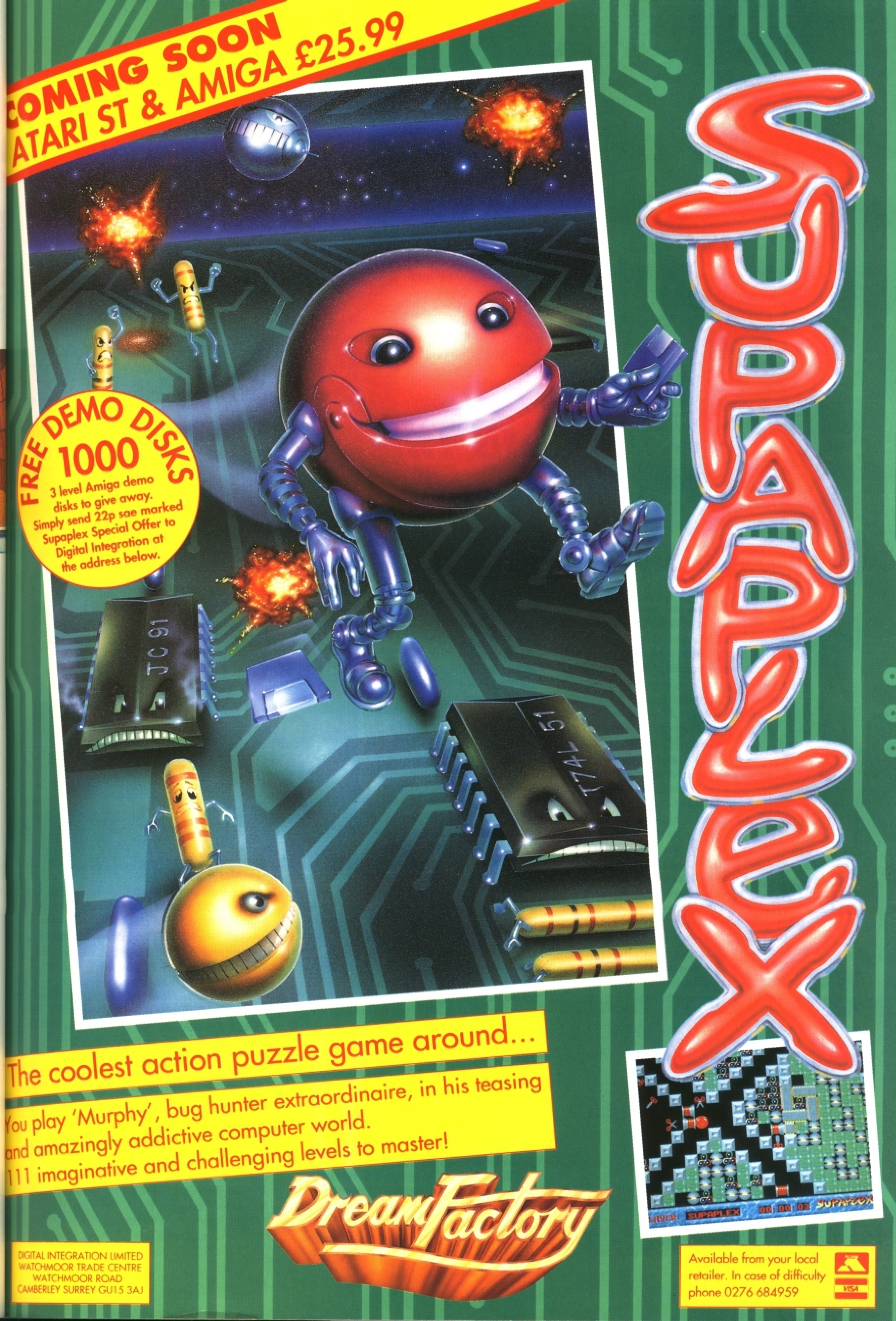
Get the picture? Each of the dungeon locations are themed –



Egypta will be designed like an ancient pyramid, whilst Technika is obviously a hi-tech haven. Each location will feature riddles, which you'll need to complete to gain clues to your ultimate objective. Oh, didn't I mention that "At the start of the game, I won't withold you that your aim will be rather hazy at first." That's right – you'll have to puzzle your way to discovering the nature of the evil that threatens the Archipelago. *Eternum* will be a PC title for AT and compatibles, requiring a minimum of 640 KB. Graphics will cater for MCGA and 256 colour VGA, and the sound will be compatible with Ad Lib sound boards. There will eventually be a CD version available too. Let's leave the final word to the press release: "However your will have to double your efforts because *Aeternum* is only the first part of a grand sage". Erm... merci et bon nuit.

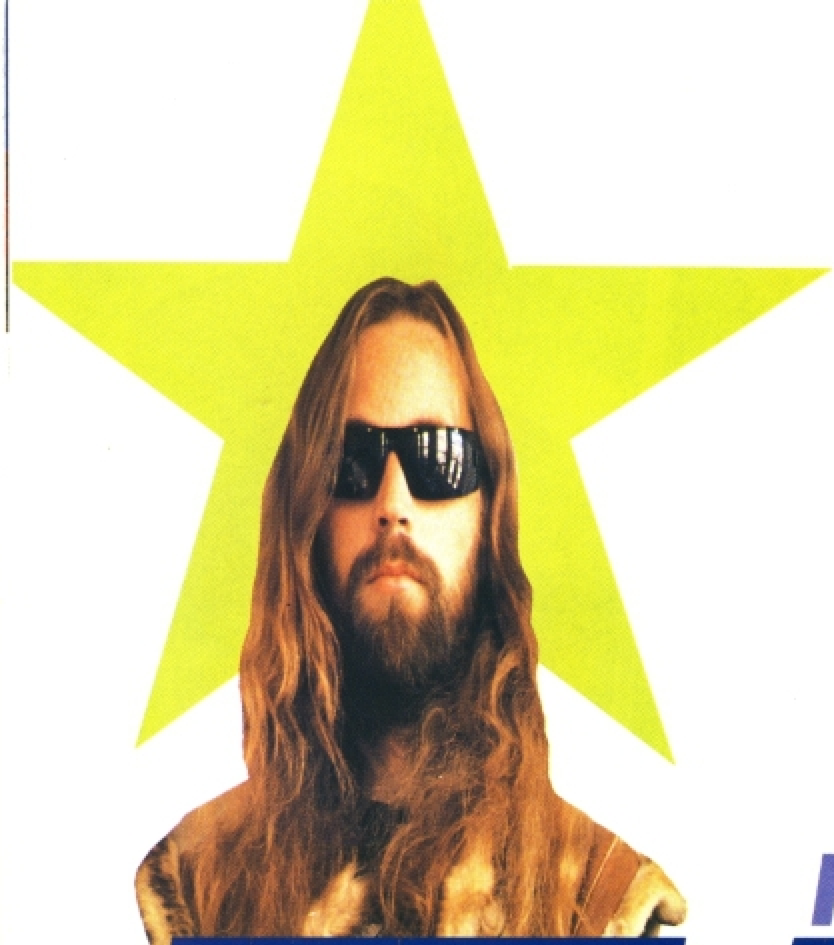
WHAT'S WHAT

TITLE	(A)eternum
PUBLISHER	Infogrames
PRICE	£Tba
FORMAT	PC
RELEASED	December



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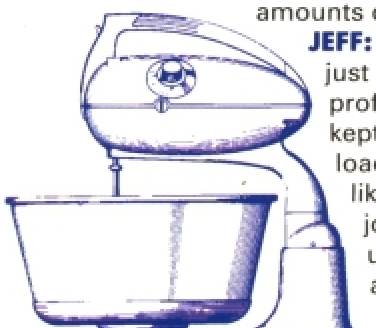




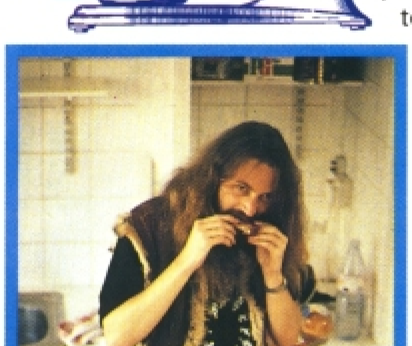
Every now and again, we decide to interview a well-known games programmer in a different part of the ZERO building. This month, we called up famous programming beatnik and shareware guru, Jeff Minter, and invited him round for a nice cup of tea and a chat...

IN THE KITCHEN WITH...
JEFF MINTER

ZERO: Do you eat earth food?
JEFF: Ha ha. Well yeah, man. I eat most things: fruit, vegetables and meat, but I'm not a real carnivore. I'm not quite a vegetarian either, though, because I'm allergic to cheese – any kind of cheese makes me throw up. You can't be a veggie if you don't eat cheese – it's about all there is apart from nuts. I don't eat red meat, though – just the white stuff, and I don't eat much of that.
ZERO: You haven't been in the public eye for quite a while. Have you been off somewhere eating vegetables and small amounts of white meat?



JEFF: Ha ha. Programmers just aren't given a high profile any more – they're kept in dungeons and fed a load of bullshit, man! It's like that old mushroom joke, y'know? People used to be able to go to a show and meet the programmers and talk to them. It was good, there was feedback. Now the only people anyone gets to meet are the marketing people – bimbos in suits, man! Money people who don't know what they're on about, unless you start discussing sales figures and advertising strategies. As to what I've been doing, well... I've been busy. I'm perceived as a bit of a has-been perhaps, but the only reason for that is the fact that I just haven't been effectively distributed. Mind you, a lot of people have seen my stuff on shareware. Take *Llamatron*, for instance.

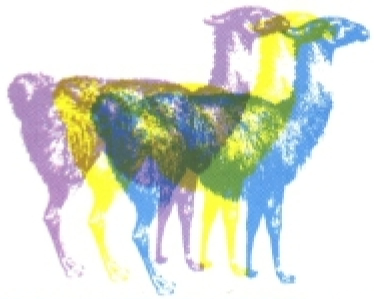


ZERO: A lot of people are going to say "Eh? *Llamatron*? What's that?"
JEFF: I don't think so. *Llamatron* has got to be one of the most popular ST games at the moment. Okay, it was never advertised and it's not in the charts, but there's a hell of a lot of people out there playing it. It's so big, it should make the charts, but the charts just don't work like that. Shareware games don't get into the charts, because you don't buy them in shops.



Wow, like Fractalsville, USA, man.

ZERO: So how many people do you reckon are playing *Llamatron*?
JEFF: Well, there must be knocking on for 100,000 copies in circulation, after you take pirating into account – and that's just on the ST. We're talking about 130,000 copies on the Amiga, which is great as far as I'm concerned. Obviously.
ZERO: You say after taking pirating into account. Do the pirates worry you at all?
JEFF: Not with shareware, man – that's the whole thing about it. They're doing me a favour! It's the opposite – the more copies that move around the better. The idea behind shareware is so nice – it just depends on people being honest enough to actually cough up the dosh once they've got a copy of a game.
ZERO: But how many people do cough up? Most people are going to think "Ah, free game" and never send any cash.
JEFF: Not everybody's like that. If you have a look at the response we've had, it works out that about *one per cent of the* people who get the game pay the money. About 1,000 in the case of *Llamatron.* These people have played it, they like it and they're happy to pay for it. That's pretty cool – it makes you feel good. And I've had letters from people saying how great they thought it was. That's cool.
ZERO: But couldn't you earn more by going through the software houses?
JEFF: Well... no, not necessarily. The way I do it is more direct. I write something and someone can get it without any crap happening in between. It cuts out all the middle men. That's what hikes the prices up. I mean, take the price of so called 'normal' software, man – £25! I don't get it. Why do they charge £25 for a bit of software?
ZERO: Because everybody does? Er... because they can?
JEFF: (*Stroppily.*) Exactly! Because they can – that's such a naff attitude, man. I don't dislike the people out there who





"I bring news from beyond the space/llama continuum. Beware of the one they call 'Gyles Brandreth'. He is evil. You have been warned"

are making software, I don't dislike these companies in particular, I just dislike their attitude and the way they're ripping the buyers off. There are so many people between the programmers, the artists and the end user, and these are the people who are getting rich.

ZERO: Have you ever had any encounters with any greedy companies?

JEFF: Oh, man – you wouldn't believe it. I haven't trusted anyone for ages.

ZERO: You got ripped off, then?

JEFF: I got ripped off twice in quick succession, man! Years ago, I designed this graphics ROM for this company, and at the end of the day they turned round and said "We're not going to pay you for this". After they already had it, yeah? And everyone bought one of those bloody things, right? It was bloody popular. So then I went to somebody else and they started ripping me off too – that was when I eventually started Llamasoft, at my mum's. I thought "Bloody hell, if you can't trust your mother, you can't trust anybody".

ZERO: So has your mum ripped you off yet?

JEFF: No, no. (*Thinks a bit.*) No, er... she wouldn't do that.

ZERO: But like we said, you haven't really been seen much for quite a while...

JEFF: Not my fault, man. I've been gradually forced out of the market over the last three or four years. It's really frustrating. It's like banging your head against a brick wall – cos I've been doing good work. I'm just not being distributed anymore. If any one of those companies came to me and offered me a good deal, I'd take it. If I could get the distribution, I'd take it. But they're not interested, they're just not interested... mmmm... I dunno.

ZERO: Have you approached them?

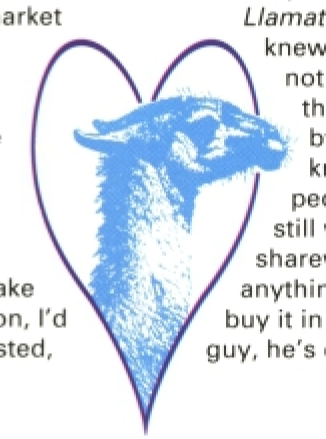
JEFF: Yeah, of course. I spoke to the bloke from Renegade in January and he was talking all this "Yes, yes, we want to promote individual programmers instead of just anonymous company names". He said all this stuff and it sounded really good and I said "Okay then, get in touch with me, I'm interested..." He never even phoned me back. Can you believe it? He reckoned they were so cool, but they acted just like any other large company. He was going on about all this promoting individual talent stuff, but the only independent talent Renegade seem to be promoting is the Bitmaps, as far as I can see.

ZERO: Ah, the Bitmaps. Yes, they are promoted quite heavily. But they're pretty good though, you have to admit.

JEFF: Yeah, but who knows what the original Bitmaps do, anyway? You see, all these games that are labelled 'Bitmap Brothers games' and they haven't even programmed the damned things. I don't know... it's like a growing team that never used to exist. Look how many of them there are, for God's sake. Give me a load of graphic artists and programmers and I could do the same, man. It's all just a question of game design. And that's where I see myself, man – as a game designer.

ZERO: But you say you're happy where you are, using shareware as a base?

JEFF: Yeah, shareware's good. It's a way of breaking out of all that industry crap – and it works, by God it works! Shareware used to have the reputation of being, well... like "There's nothing good on shareware, it's all sub-commercial stuff." That's what people were thinking and maybe once it was that way. But not now. I like to think *Llamatron* helped to blow all that. I knew it didn't look that hot – I'm not a graphic artist, I just knew the playability was there – but by producing a hot game, I knew I could reach a lot of people and prove that I could still write games and that shareware stuff is easily as good as anything else. Like "Hey, you can't buy it in the shops, but look at this guy, he's doing it alright". That sort of thing.



ZERO: But you are still interested in so-called commercial projects?

JEFF: I'm not giving up on that entirely. I mean, it can be quite exciting. If and when I get good commercial deals, I'll still do them, but I won't worry about it if I don't. I'll just always try and be honest in what I do. My ideal is that I don't ever want anyone to be disappointed with a game that I've written. That was why shareware appealed to me, because people only send you the dosh if they really feel you deserve it. And you can still make money. More than you can with a budget game – I've done two of those and you make virtually nothing.

ZERO: So why not just stick with shareware alone?

JEFF: Well yeah, if I can do it that way, somehow bypass the existing system and also pick up a bit of a following, then yeah... that'd be brilliant, obviously. I'd like to see more programmers doing it. I'd like to see other programmers who are frustrated by being locked in their dungeons coding away for 'men in suits' to actually break out and do what I'm doing. The more people who do, the more momentum it'll get, and if it starts to get real momentum, then maybe we can start to worry the big guys...

ZERO: Do you really see that happening?

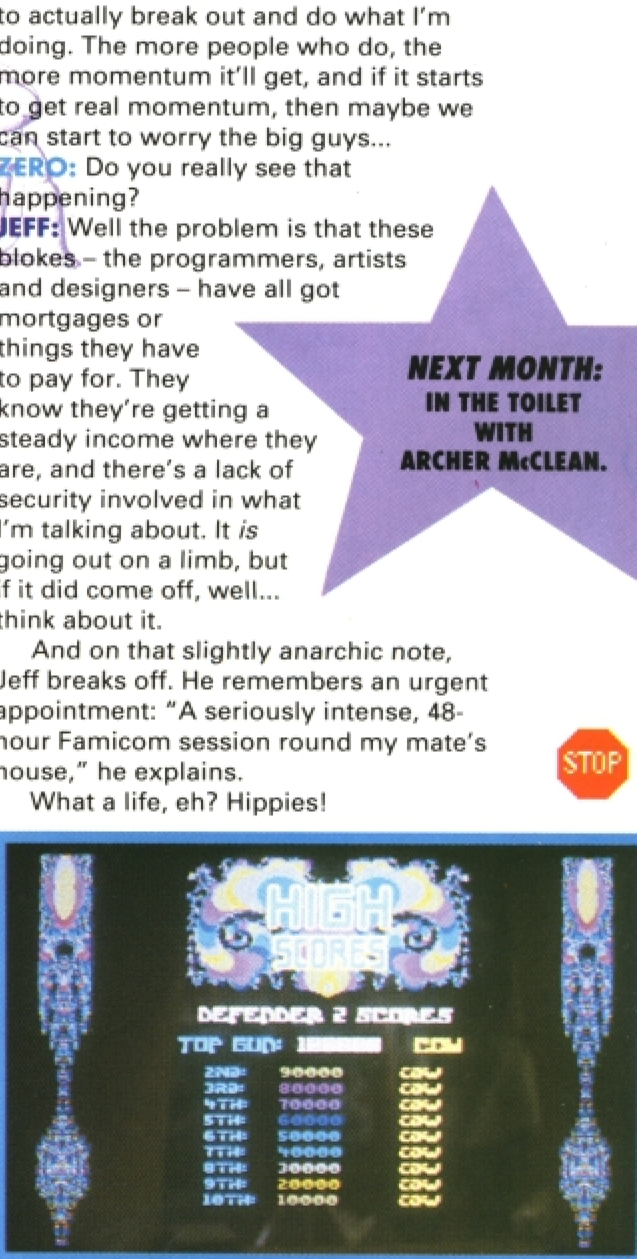
JEFF: Well the problem is that these blokes – the programmers, artists and designers – have all got mortgages or things they have to pay for. They know they're getting a steady income where they are, and there's a lack of security involved in what I'm talking about. It *is* going out on a limb, but if it did come off, well... think about it.

NEXT MONTH: **IN THE TOILET WITH ARCHER McCLEAN.**

And on that slightly anarchic note, Jeff breaks off. He remembers an urgent appointment: "A seriously intense, 48-hour Famicom session round my mate's house," he explains.

What a life, eh? Hippies!

STOP



Cool man, like far out, like groovy, like totally *Multi-Coloured Swap Shop*, man.

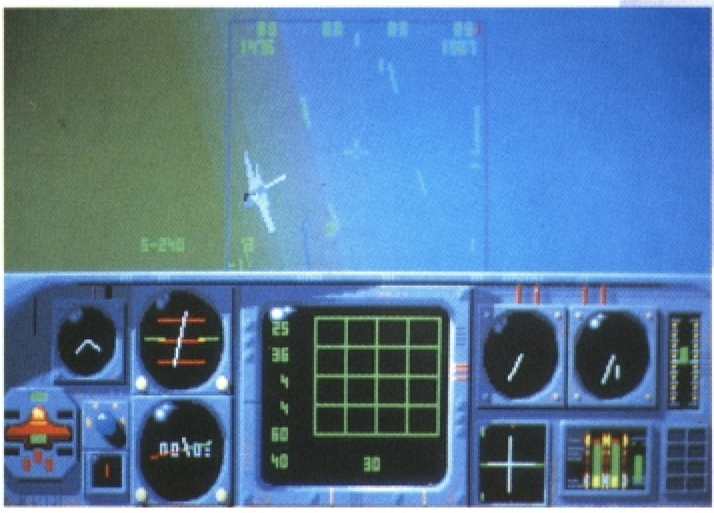

DEUTEROS
Actual 16 Bit Screens
THE NEXT MILLENIUM
It is the end of the 31st Century. Nearly one thousand years ago man colonised the moon, and from there created a range of human mutations which were left to develop other planets. At the same time, life on earth was destroyed by a cataclysmic climatic change.
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Available in August on Amiga & Atari ST
ACTIVISION
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MIG-29M SUPER FULCRUM



"Kak Va Savoot?" asked *David Wilson* in a phonetic approximation of 'What's your name' in Russian. "Hello, I'm *MiG-29M Super Fulcrum*, the new flight sim from Domark," said the box in front of him. Was it all a really weird dream? Read on and find out...

Domark was rather proud of its first foray into the world of flight sims. Coded by simulator professionals Simis, *MiG-29* was a huge commercial success. However, ZERO felt that, although the flight model may have been 'spot on', the gameplay was flawed. You want examples? Okay, how about the absence of extensive ground detail or even 'the dots' (traditionally employed to indicate the proximity of Terra Firma). Add to this the fact that there wasn't even a shadow to enhance the feeling of altitude, or that there was no colour graduation in sky or ground to give the impression of speed.



Air combat can be real 'edge of the seat' stuff – you can almost see the whites of the enemy pilot's eyes!

Okay, so dots and shadows may be 'tricks', and a real pilot would only have his altimeter but this overlooks the fact that the ground, in real life, conveys its nearness much more efficiently than a large, universally green area on a computer screen. Grumble... grumble...

Anyway, here's the sequel to the original *Mig-29*, the souped-up *MiG-29M SuperFulcrum*. It's now got a new scenario, it's got graduated skies and it's got 'the dots'. It's also got a new scenario – the MiG-29 is part of a UN 'peacekeeping' force fighting a military coup 'somewhere in South America'. So, is Domark's new *Fulcrum* super? Let's see...

PC

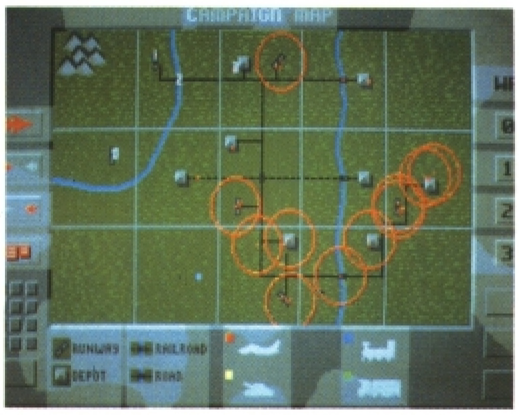
David: *MiG-29M* is not a bad flight sim, it's actually a good flight sim. It's a darn sight better than Activision's *F-14*, but it doesn't hold a candle to *Chuck Yeager* or *Jet Fighter 2*.

Although it's a great improvement on its prequel, for me it's slightly flawed. I dislike the way that there's no explosion sequence when you collide with the ground or another aircraft – the game just pops off with a plink of PC sound. I'm not keen on the way the tracking box switches itself off after a short period, either – it may be realistic, but it means that in the middle of a dogfight you've got to take your hand off the joystick and reach for the Return key.

However, *MiG-29M* **is** a good air combat game. Improvements on the original include dots that appear on the ground when you fly low (but they're still not significant enough to convey a feeling of impending doom) and the refined, graduated graphics, which go some way to providing a sensation of speed. I'd just like to know, if this really is an accurate flight model, how come it's so easy to land? Well, many of



Skirting an enemy airstrip – watch out for the 'triple A' rising up to meet you!



you may be happy that landing isn't ludicrously difficult – there's nothing more frustrating than performing exceptionaly well in air combat to find you peg it trying to land.

The scenario, with ground and air combat, provides lots of excitement with impressive explosions and the like, but at the end of the day, being 'very good' in a crowded market isn't enough. For the Amiga and ST it may be a contender, but on PC I'd buy *Jet Fighter 2* or *Chuck Yeager's Air Combat* before *SuperFulcrum* every time. If you loved the first game – and obviously lots of you did – or if it's the notion of flying MiGs that really turns you on, this version is radically improved in the playability stakes and also offers a whole new scenario. STOP

GRAPHICS 85	ADDICTIVENESS 75	OVERALL 86
SOUND 65	EXECUTION 80	

WHAT'S WHAT

TITLE	Mig29M SuperFulcrum
PUBLISHER	Domark
FORMAT	ST & Amiga/PC
PRICE	£39.99/ £44.99(dual format)
RELEASED	Out now

TERMINATOR 2



Arnie's face is damaged and needs a bit of rearrangement. It's inexplicably turned into one of those crap slidey puzzles you usually find in Christmas crackers.

"Arnold Swarzenegger is a poof," shouted *David Wilson,* after he'd learned to throw his voice. Fortunately he said it in Cleethorpes, where the chances of Arnie actually hearing him were about a trillion to one. With his ego thus inflated to butt-kicking proportions, he sat down to take apart Ocean's *Terminator 2.*



Remember how Arnie worked his way through the phone directory of people called 'Connor' in the first *Terminator* movie:

"Are you Connor, ahz 'ole? Tom O'Connor?"

"Dat's right, of course, and welcome to *Name That Tune*"

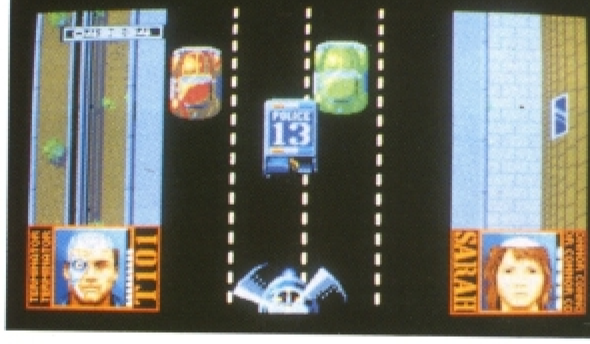
"Uzi 9mm!" Dagga dagga dagga!

Ultimately, he came to a rather grisly end, but he did say "Ah'll be beck," and sure enough here's *Terminator 2.*

In accordance with his recent superstar status, he can no longer be a baddie, so despite looking pretty much the same as he did in the original *Terminator,* he's now a different (more lovable, sort of) Terminator. He's been reprogrammed by future humans to come back in time and protect Sarah Connor's son (who, as you'll remember, grows up to save mankind). Why does the kid need protection? Well, because there's another Terminator after him. This one's the baddie – a mean mutha, T1000 series killing-machine with the uncanny talent for regeneration.

I won't spoil the movie for you, but suffice to say the game draws on different action sequences from the script. This allows the game to take on different guises from straight beat 'em up to top down avoid 'em up, with single screen puzzles as well. Between each of the levels are interleaving animated graphics, digitised from the movie, just to put you in the right frame of mind. Er... and that's about it, really.

David: Ocean and film tie-ins... enough said. (Can I go home now?) (*No. Ed.*) Of all Ocean licence beat 'em ups, *Terminator 2* must have had a good hundred metres head start in the 'chances of being a corker' stakes. Not only was it to be based on one of this year's hottest film licences, but it's also been coded by Dementia – the team behind *Corporation.*



Well, I have to say *Terminator 2* is a huge disappointment. Take the first beat 'em up section. There are only two sprites – Arnie and the T1000 – although they're both pretty big. The animation's not bad – the way the baddie sprite's head extends in a blur to head-butt Arnie is really neat. It's all set on a single screen, though (and this formula is repeated three times!).

The second section gives you a chance to replenish some energy as you go into a *Robocop 2* style, puzzle sub-game. There are two of these, and both take the form of those little square puzzles we used to play at school – the ones with lots of small squares in a big square (with one missing). You've got to slide the pieces around – firstly to reassemble Arnie's metalic wrist, and later, the exposed bit of his metal skull.



Next it's off into an overhead view-point, vertical scroller. You and Joe Connor are on a motorbike (sprite about an inch in length), and the truck chasing you never actually gets to be bigger than the first bit of the cab (about a half inch strip). The whole thing looks like a snippet of *Spy Hunter* (a good game from circa '86). Avoid the oil, puddles and other obstacles and leap the ramps and Beetles. Eventually the truck explodes and you end up in the next level. Guess what? It's exactly the same as the first (with a different background). The second puzzle sub-game precludes the more traditional Ocean licence fare of level six. Arnie scrolls laboriously left to right, firing at an army of SWAT geezers. Get to the end, and you're into the penultimate *Spy Hunter* level (you can fire as well as avoiding obstacles).

The final level is exactly the same as the first, except with different coloured backgrounds and ultimately the ability to finish off the T1000 once and for all. ZZzzzzzzzzzzz. Exciting, huh?

Okay, *Terminator 2* may not be the worst game in the world (and the competition for that accolade is intense in the film tie-in field) – the graphics are good, and there's variety in the game-play. But, given the subject matter, it's a massive disappointment, with little to redeem it in the gameplay department.

STOP

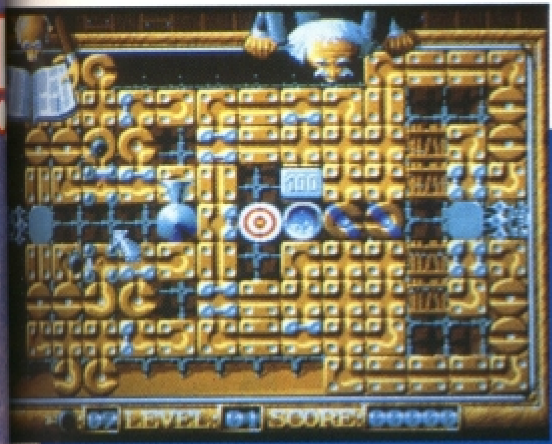
WHAT'S WHAT

TITLE	Terminator 2
PUBLISHER	Ocean
FORMAT	ST/Amiga
PRICE	£24.99
RELEASED	Out Now

GRAPHICS 70 ADDICTIVENESS 60
SOUND 70 EXECUTION 50
OVERALL 68



STORM
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FINAL BLOW
JAW BREAKING ACTION
Fight 10 hardened contenders each with a shot at fame and fortune, but only one can become Heavyweight Champion. Protect yourself from jaw-breaking punches or you'll end up dumped on the canvas and back in the gutter. Duck, weave, box clever, destroy or be destroyed in this bruising 1 or 2 player eliminator.
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BOSTON BOMB CLUB

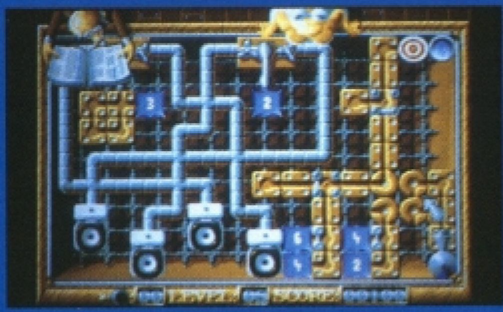
Thrown out of the cubs for losing his woggle, *Ben Caudell* wanted to join another society so he tried his luck with the *Boston Bomb Club*, from Silmarils.

Ben: According to this game, in the 19th century there was a group of mad scientists who used to meet up around a billiard table in Boston to demonstrate different maze contraptions that had bombs rolling around them. I neither know nor care whether this is true or not. All I do know is that if it *is* true, and *Boston Bomb Club* represents what they got up to around that billiard table, then those loony scientists invented (some hundred years before we knew it) the computer puzzle game of the *Logical* mode.

Astounding as this may seem, it's the inevitable conclusion when you're faced with a screenful of cogs, gates and pathways with little bombs rolling between them.

GRAPHICS 87 ADDICTIVENESS 85 SOUND 80 EXECUTION 86 OVERALL 85

Clicking on the cogs and gateways changes their position – thus allowing you to create a path for the bombs into a bucket of water before they explode.



While the gameplay is very reminiscent of *Logical, Boston Bomb Club* is a rather trickier kettle of fish, with more features creating more varied puzzles. There are trampolines that bounce the bombs into the sky, rickety bridges that collapse when a bomb rolls over it and pipes that the bomb falls into (only to pop out somewhere else). You've also got to contend with the mad scientists themselves, who like nothing better than to stick their hands over the side of the table and twiddle with your cogs(!) All these features make *Boston Bomb Club* perplexing, yet rather enjoyable. It's all done with a touch of humour and a nice cartoony feel – the *Tom And Jerry*-style little black bombs with flickering fuses are great.

Whether its origins are true or not, *Boston Bomb Club* is a treat for those who like a bit of puzzling. With thirty levels of ever more fiendish layouts to contend with, it's certainly no tea party (not even a Boston one).

WHAT'S WHAT

TITLE	Boston Bomb Club
PUBLISHER	Silmarils/Palace
FORMAT	ST/Amiga/PC
PRICE	£25.99
RELEASED	Mid-October

SUPAPLEX

The man: *Ben Caudell.* His deadly mission: to play Digital Integration's *Supaplex*. Well, alright, it's not that deadly a mission.

Ben: One look at *Supaplex* betrays it's origins – it's *Boulderdash!* You can't fool me – I know it when I see it. A bloke tunnelling around making sure that things don't fall on top of him as he collects things – it's got *Boulderdash* written through it like Brighton rock. Still, that's no bad thing – Brighton rock's pretty tasty (though it does make your teeth go a bit gooey), and so is *Supaplex*.

It's not *exactly* like the old bouldery favourite, either. Out go the rocks and in come a whole host of computer-related graphics. You manoeuvre a little *Pacman*-looking thing around a scrolling area, eating away at little printed circuit boards. Eat away under the round 'Zonk' things and they'll fall down, either killing you or making it imposible to reach all the multi-coloured 'Infotrons', which are what you need to finish a screen. Most



of the game's enjoyment comes from working out the correct way to get a tricky Infotron, but at the same time you'll need to be a master of the joystick to make the right moves at exactly the right time.

It's got a big hundred and eleven levels, all with intriguing and downright difficult layouts. And there are various nasties that lurk about to make your task just that tad more exacting. These include bombs shaped like disks and little scissor-shaped things that roam around snipping (quite what they've got to do with the computer theme I don't know).

It's a shame that the graphics don't change at all through the game, but then it's the layout that's the important thing, and you could become quite addicted to gettting through all those levels.

It *is* a tried and tested formula but nevertheless a solid one, and all those levels make it pretty good value for money. It's certainly not fast and furious, but it could just be the cause of a few very late nights.

WHAT'S WHAT

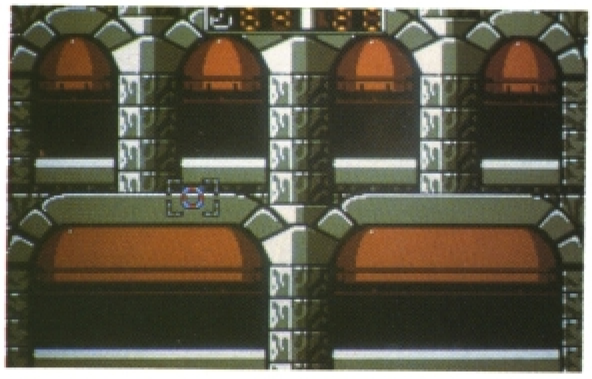
TITLE	Supaplex
PUBLISHER	Digital Integration
FORMAT	Amiga/ST
PRICE	£25.99
RELEASED	Mid-October

GRAPHICS 84 ADDICTIVENESS 85 SOUND 82 EXECUTION 85 OVERALL 84

STOP

DARKMAN

Darkman is Ocean's latest film tie-in. We never did much like _Toby Finlay_, so we craftily dropped it into his in-tray while he wasn't looking.



First level – take pics of a gangster, so you can create a disguise. You've got 20 shots, with a strict time limit, before the gangster executes his own 'fashion shoot' on you!



You're dosh-free, so you go 'dahn tahn'. After beating up several billion* thugs, you spot a chap with a briefcase full of moolah! Beat him up, nick it and yer rich! Hurrah!



You've been discovered and trapped in the gangsters' factory. The only exit is the sky-light onto the roof, so it's time for a bit of platforms and ladders (how original).



You emerge from the skylight and find that you've got a massive chopper on your tail (oo-blimmin'-er). You must jump over the rooftops until you reach the other factory...

* All figures are approximate.



As you may know, Darkman is the computer conversion of the Sam Raimi film. Why Ocean should want to adapt this box-office turkey is certainly mystifying, but one must not judge until one doth play, as they say. Sooo... the star of the game is Peyton Westlake, a scientist who lived his life happily minding his own business until the fateful day when a bunch of gangsters broke into his lab to steal something. Poor old Peyton happened to get in the way, so the gangsters blew him up. Unfortunately, he didn't drift to that heavenly abode in the sky _(Peyton Place. Ho ho. Ed.)_ because he hadn't actually died. Tragically, our Peyton had been hideously deformed by the explosion, but the gangsters weren't happy with just ruining his life. Oh no. They had to go the whole hog and kidnap his chick, Julie, as well. So Peyton, understandably a little peeved, abandons his mould cultures, puts on a mask and sets off to rescue Julie and fight for truth, justice and the American way. Um... can I go now? _(Stop whingeing and get on with your review. Ed.)_

Toby: Ocean games, eh? They used to be brilliant - remember the Speccy versions of *Miami Vice* and the first *Batman* game, or the utterly classic *Head Over Heels*? Well, following the trend of most recent Ocean games, this is nothing like them. What it is similar to is every other horizontally scrolling beat 'em up with bonus rounds.

"Master the technology of the disguising system"? Er... no, I don't think so. "Click mouse wildly in direction of badly-drawn sprite" sounds better to me. Not that the disguises do anything at all, other than change your sprite. You're still attacked by everyone and the 'metamorphosis' wears off after one pico-second.

HASSLE FACTOR: 2
A wait in between levels.

This brings me to my next gripe – the sprites. It looks to me as if only one enemy sprite has actually been drawn, and that this outline has just been reproduced and filled in with different colours (yes, filled in – not shaded). Rarely have such bland graphics been seen in a full price game.

But hold on, the game does have its good points, like, er... the intro screen – it's very nice (ahem). The animation of Darkman himself is rather neat, but the sound ranges from atmospheric to completely crap and the speech is diabolical.

The presentation isn't very good either. But on a more positive note, the game is quite playable in itself – the controls are easy to get to grips with. However – and this is a big 'however' – when you die on a stage, you're sent right back to the beginning! (Some of the language used in the ZERO office at this point in the game is most definitely not printable.)

If it hadn't been for the distinctive Darkman sprite, this could have been any of an assortment of games – *Navy Seals*, *Narc* or one of about a billion different budget games. "Every soul has a dark side – *this time it walks like a man*," claims the box. How about "Every soul has a dark side – this time it writes games for Ocean." Come on, Ocean, you can do better than this! Let's just hope the forthcoming *Head Over Heels* is as good as I remember.

STOP

GRAPHICS 69 · ADDICTIVENESS 74 · SOUND 70 · EXECUTION 63 · OVERALL 65

WHAT'S WHAT

TITLE	Darkman
PUBLISHER	Ocean
FORMAT	ST & Amiga
PRICE	£24.99
RELEASED	Out now

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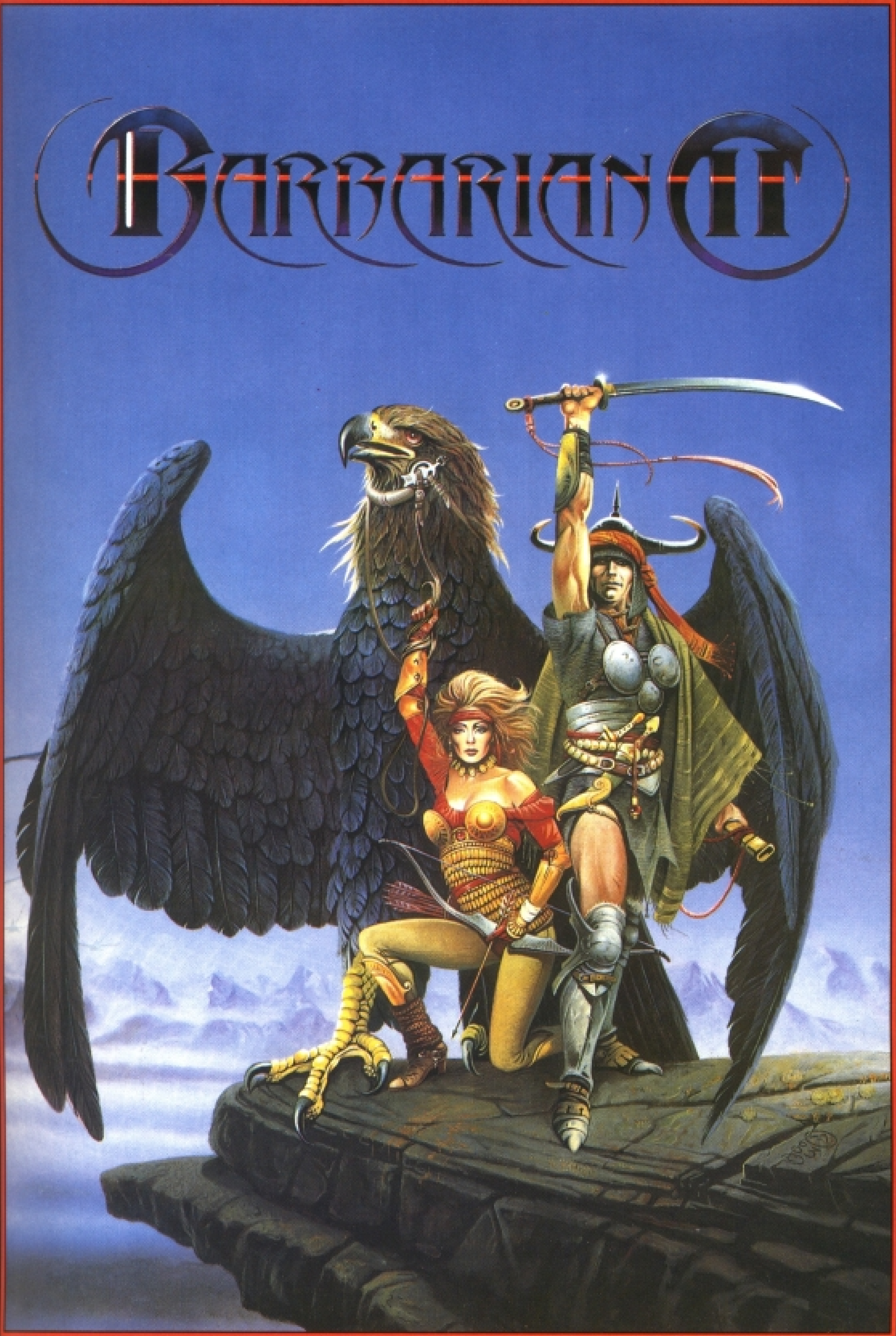
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OVERALL
65

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BARBARIAN II

Necron's back in town and he wants revenge. Only you – in the guise of Hegor the Barbarian – have the courage, strength and stupidity to face the challenge:

It's time once again to don your dented helmet, tie your sweaty breechcloth, sharpen your rusting sword and move your big feet in the direction of danger.

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Screen Shots from the Amiga version

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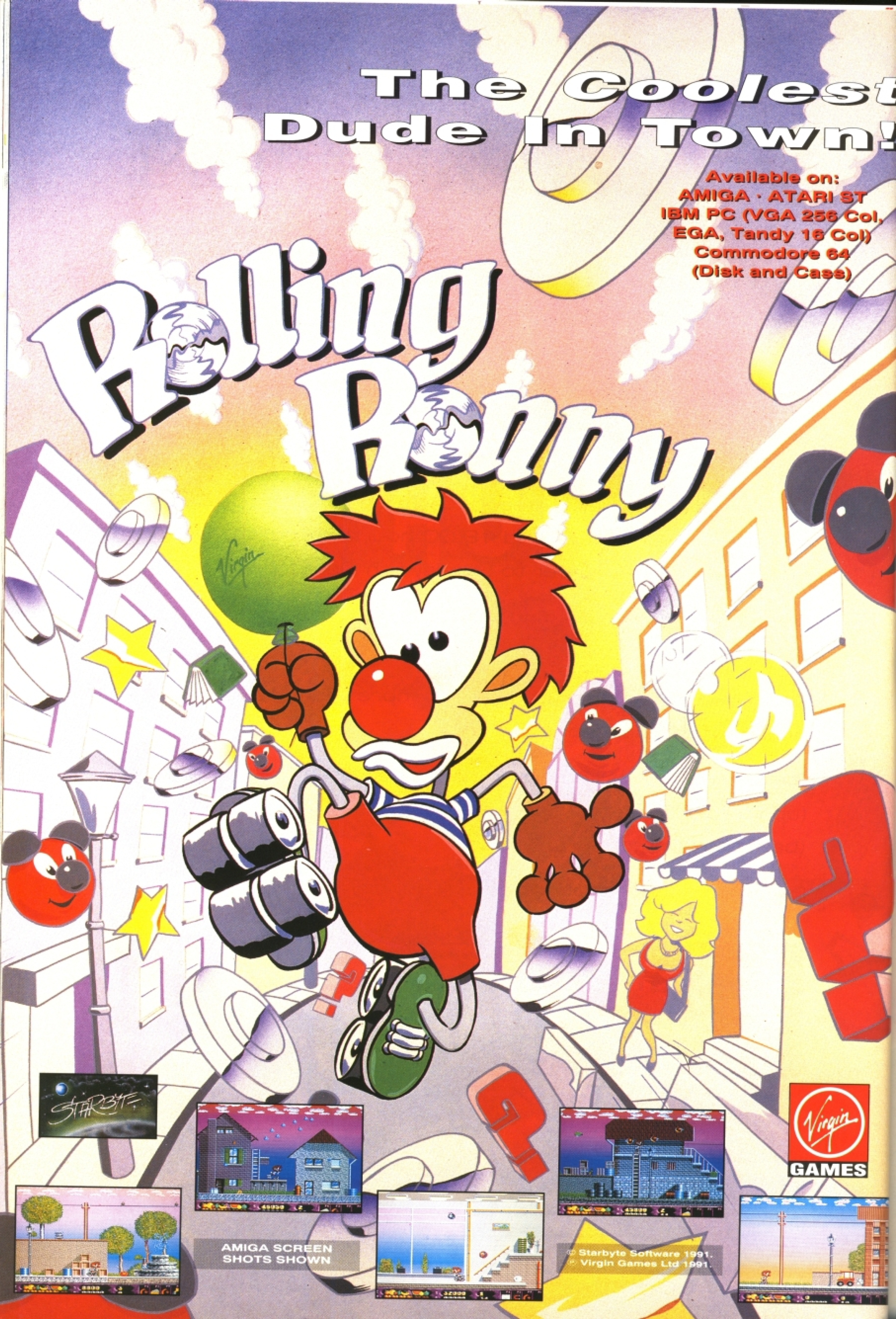
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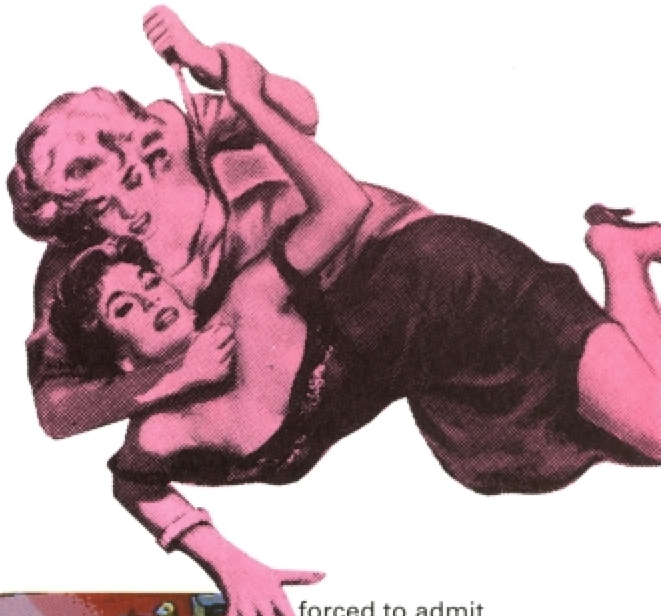
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LEATHER GODDESSES OF PHOBOS II

THE GAS PUMP GIRLS



***Amaya Lopez* slid into her leather drainpipes and pulled on her zipped jacket. Strolling defiantly to the juke box, she paused briefly to headbang to *Bat Out Of Hell.* "Er... what are you doing, Amaya?" we ventured. We caught the glint of steel as she wielded a sharp flick knife. "Whaddya think I'm doing? Getting into character for Activision's *Leather Goddesses Of Phobos II,*" she roared. Yikes!**

HELL FOR LEATHER

Imagine a world abundant in leather clad women. *(We'd rather not, if you're anything to go by. Ed.)* Well, let's say a world full of slinky, sultry sirens. *(Er... ahem. Shuffling Ed.)* Now before you start getting all hot under the collar, take a deep breath. Right. Good, now where were we? That world was the risqué one created by game designer Steve Meretsky in *Leather Goddesses Of Phobos* – and now, for all you raunch lovers, he's in the process of creating the long-awaited sequel *Leather Goddesses Of Phobos II: The Gas Pump Girls.*

Steve Meretsky is no stranger to successful adventure games – his track record of award-winning games includes Infocom's *Hitchhiker's Guide To The Galaxy*, *Zork* and, of course, *Leather Goddesses 1.* Ah, Infocom – a company mourned by the entire bearded species. After its demise in 1988, no-one would have dared to hope for a sequel to *Leather Goddesses.* But, rather like the recent Abba revival, Infocom is in the process of being born again. Virgin recently released the former company's back catalogue and ex-Infocomers formed a new company, Legend Entertainment whose first titles, *Sorcerers Get All The Girls* and *Timequest*, have both been well received. Hurrah! But even better, the story has now come full circle with Activision's intention to relaunch the Infocom label. And the first game on the agenda is *Leather Goddesses Of Phobos II.*



Even the lovely Rosemary Conley makes an appearance.



Remember when all the old Infocom games were text adventures, leaving everything to the player's imagination (ahem)? Well, *LGOPII* is the first Infocom multi-media adventure game. This completely new system, which has been duly christened MADE (Multi-Media Adventure Development Environment), combines Activision's newest in-house technology with text, sophisticated graphics and digitised speech and sound effects. Even the most bearded text fiends will be forced to admit that it looks a visual treat. But before we get techy, let's look at the story...

Leather Goddesses I involved a trip to an alien planet inhabited by the pro-vivisection, skimpy mini-skirt brigade. These gorgeous creatures took you prisoner in order to use you for sexual experiments, one of which involved a yak. *(That's outrageous! I'll sue. Jeff Minter.)*

Conversely, *LGOP II* takes place on earth in the 1950s – in a small American town called Atom City. An alien from the land of the rawhide gels has crashed there in his spaceship. Why he ever wanted to leave home is beyond us, but being a sensible chap his only wish is to return. However, his spaceship is in dire need of repair and he's forced to wander into the town. Here he experiences American small-town mentality first-hand. Wherever he goes, people panic – women shriek, faint and throw small objects. Men roar and throw larger objects (sexist or what?). He's confused – not only by their reaction to him, but also by curious American customs like the fact that the diner has bottles of interplanetary rocket fuel (ketchup) adorning its tables. Happily,





Product Development Manager, Eric Lux, is widely respected for his clairvoyant powers. Here after a recent seance, he's received a spooky message which holds a clue to the software of the future.

he's consoled by the discovery that yummy floogleburger topping is dispensed at a gas pump (though outraged at the post-Gulf War price).

There are two other main characters in the game. Lydia Sandler is the daughter of a weird Patrick Moore-ish scientist and astronomer, Professor Matthew Sandler. At the start of the game, the Prof senses that the crash – reported as a meteor in the local paper – was something more sinister.

Chickening out somewhat, he sends his daughter to investigate. The last important character is called Zeke (barf). Despite his name, he's somehow wangled his way into Lydia's affections. He's the owner of the filling station and also wanders out into the desert to explore the strange crash.



Activision's Véronique Gardy fulfils a double function in her role as Marketing Manager. Not only does she handle computer games but, as seen here, she also regularly mans an (0898) Hot Hairdressing Tips phone line.

So who do you play? Well, it's identity crisis time – but it's actually rather neat. You can choose to play any one of the three main characters. If you're feeling macho, you can choose Zeke; if you yearn for sensitivity, you can play Lydia; and if you've just watched *ET* for the fourth time, you can opt for the alien. But the beauty of this is that you'll experience three totally different adventures. The game progresses in real time, so events take place in one location whilst you're in another. You'll be relieved to hear that all the other characters will interact appropriately – if you play Lydia, for example, you won't have to suffer the embarrassment of pulling the chicks. The character you choose also affects your goal in the game. Zeke and Lydia's aim is to find the alien at all costs, whilst the alien must find a way of returning to his planet.

A GOOD LEATHERING

Steve Meretsky and Activision appear to have really gone to town on this first Infocom graphic adventure. Combining the text talent of Infocom and Activision's graphical and technological knowledge, *LGOP II* will contain fab 256-colour VGA graphics which have been intricately hand-drawn by the artists. These images are grabbed and ported into the game, where they are retouched. This is the state-of-the-art process used to such impressive effect by the likes of Lucasfilm and Sierra.

LGOP II promises to contain literally hundreds of animations and the whole system will operate with an enhanced, user-friendly point and click interface. Take your inventory, for example. It'll be neatly tucked into a suitcase which appears at the bottom of the screen, into which you'll place all the objects you collect. There'll be 44 different characters to meet, including a plethora of raunchy chicks and hunky military men, 35 types of object to collect and a mammoth 105 places to visit on three different planets (so yes, you will get to meet those goddesses).



Your, er... dongle.

THONGS OF PRAISE

Ah, the sound. A great deal of thought and effort has been put into these special effects. Each character will have the potential to speak an impressive five European languages through the usual sound cards, but in addition you'll find a dongle in your box (blimey!) – it's the new Activision Life Size Sound Enhancer Interface. This little gem connects to your hi-fi amplifier/PC parallel port, working rather like a Soundblaster but offering a batch of superior digitised sounds. In the words of Activision's Product Development Manager, Eric Lux: "The sound quality is incredible and better than you could expect from far more expensive cards. People will be amazed to hear the sound which will come out of this small piece of hardware." All the better to hear the Marilyn-type voices that coo seductively throughout the game.

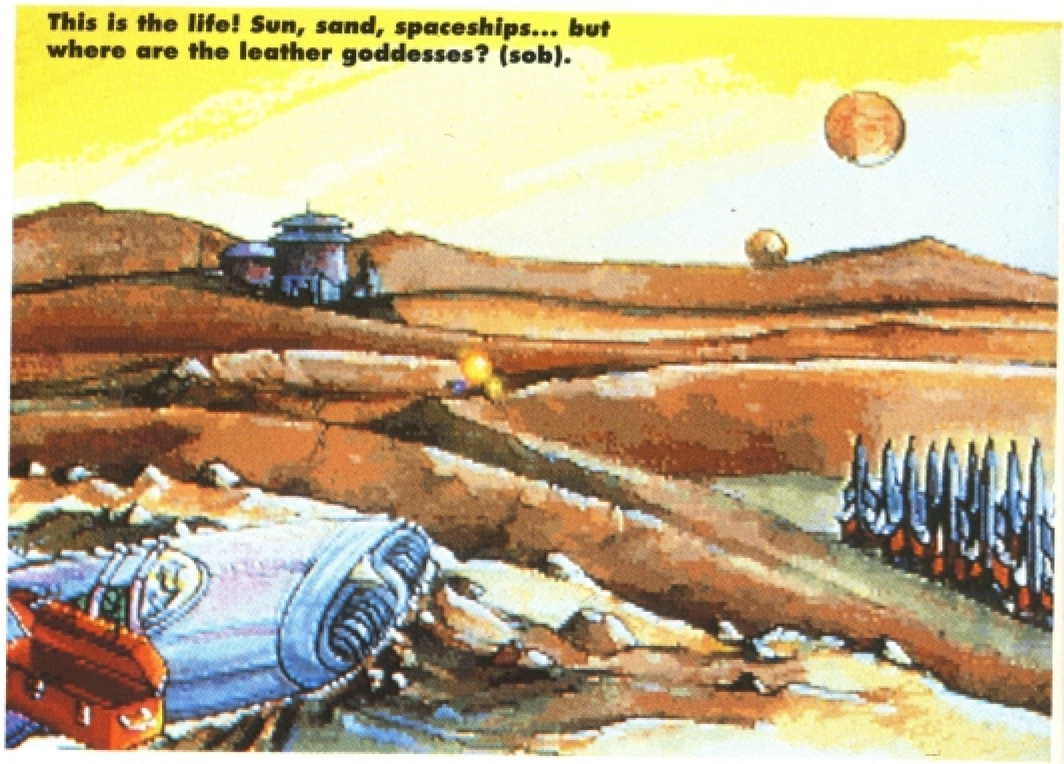


Leather Goddesses II promises to be a B-movie adventure brimming with spicy happenings, puzzles, humour and kitsch appeal. *(Ah, those cool 1950s Chevys. Ed.)*

Luckily, we won't have to wait too long to see it as it's due for release in the Autumn. So watch this space for the first review. (Hmmm... I think I've just enough time to save up for that jock strap...) STOP

WHAT'S WHAT

TITLE	Leather Goddesses Of Phobos II
PUBLISHER	Activision
FORMAT	PC
PRICE	£49.99
RELEASED	Tba



This is the life! Sun, sand, spaceships... but where are the leather goddesses? (sob).

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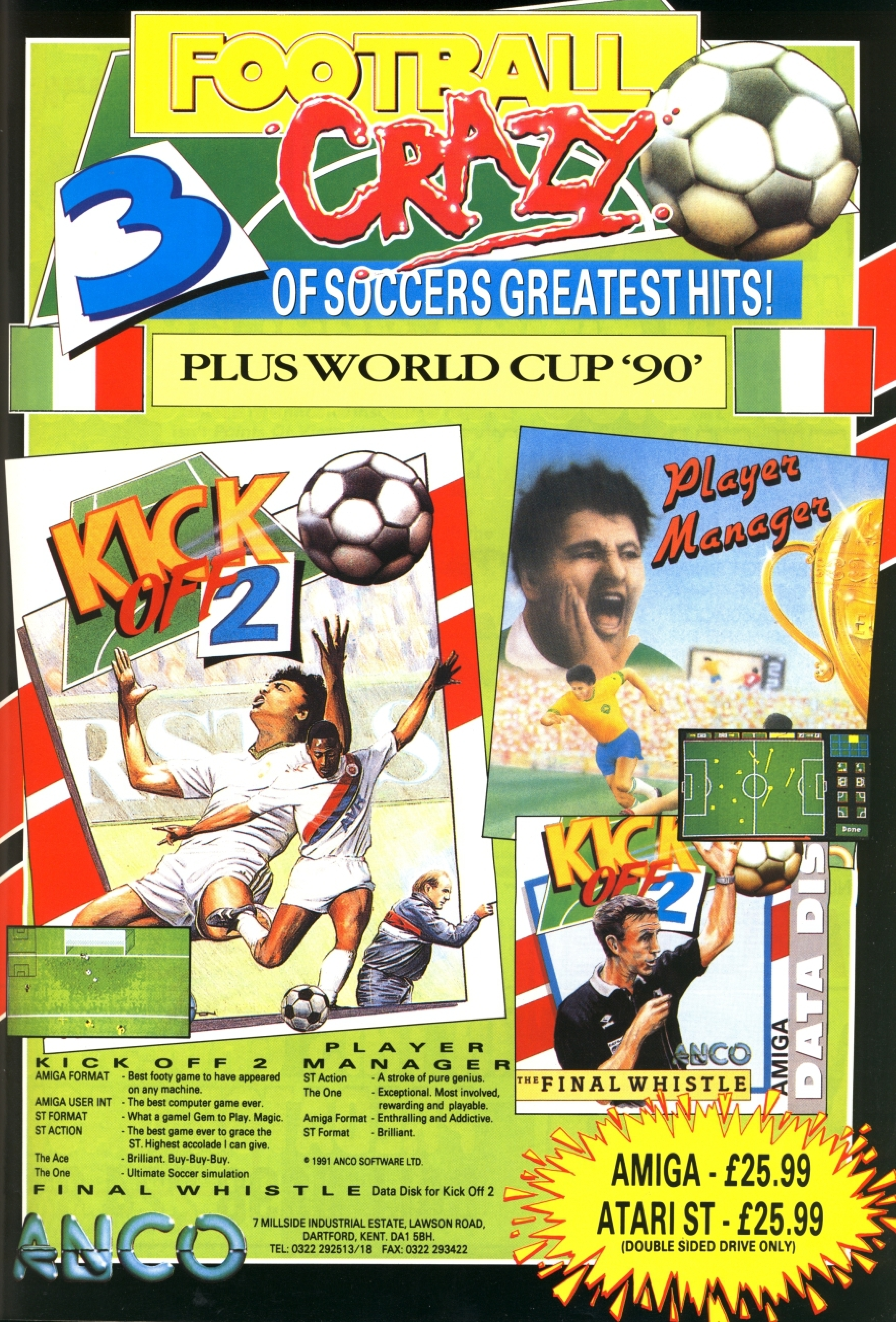
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ANNE ROBINSON CELEBRATES 25 ISSUES OF ZERO*



"Hello, I'm Anne Robinson and no, this isn't *Points Of View*, it's two pages of your favourite ZERO moments. "But why's Anne doing it?" I hear you ask. Well, being both an Amiga owner and a regular reader of ZERO (since issue seven), I felt it my duty to be with the staff on the occasion of their 25th anniversary celebrations. The trouble is that they've all gone to the pub to get drunk, leaving me all on my own. Hmmm.

Oh well, let's start with **Les Allan** from **Romford...**"

Dear Anne,
In the second issue of ZERO there was an interview with Bungle the Bear from Rainbow.
A clip and a photo please, if you'd be so kind.



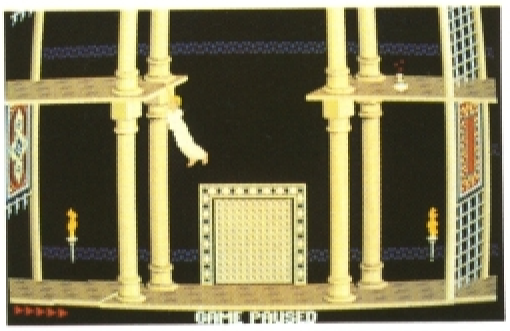
Yikes: Have you been attacked by a particularly gruesome crocodile?
Bungle: No. Um, no, I haven't.
Yikes: Bears (as everyone knows) have uncannily large plonkers. Is Bungle popular with the women he meets?
Bungle: Well, if you look closely enough you'll see that Bungle hasn't actually *got* a penis. But if he had he wouldn't really know what to do with it anyway – he's rather innocent you see! He'd probably go to Zippy and say something like "Ooooh, look at this. What's this for, Zippy?" and then Zippy would ask Geoffrey, and Geoffrey would explain it to them both.

"Oh dear, oh dear. Let's hope nobody read *that* one before watershed time. Mind you, here's someone who probably did.

Hello, **Major Donald Farquarson** (Retd) of **Fife...**"

Dear Miss Robinson,
I have constantly appalled by the content of ZERO. A computer games magazine? I dont think so. Do you? Do you REALLY?

"I'm afraid I do, Major Farquarson, yes. Here are just two of the games included during the last two years (admittedly one of them wasn't very good, but there you go).





***which saves us the job, so we're off to the pub...**

Now a question from Art student Johnny Winterbottom who asks..."

Dear Anne,
Which cover from the last two years were the art staff most pleased with? And which did they hate? Why? I need to know because otherwise I'll be expelled.

"Crumbs. That's a tough art scool you go to – I'll pass you right over to Catherine and Rebecca ..."



Catherine: I like this one because the composition was good and the model's face was right – apart from his earring, but the leaves covered them up. Mind you, he was a nightmare to work with. The shoot took ages because he wasn't all that, erm... *butch*. He only started to look macho late on in the afternoon when he was getting stroppy. I'm proud of the 'using a wristwatch as a compass' part of the 'O' in the logo, by the way. It's the only thing I ever learnt in the Guides.



Rebecca: This one's crap. We got the 'failed smoky effect' by getting through ten packets of cigarettes. We almost caused a fire. The purple lighting was rather useless too, as was the 'backdrop' – Wendy house wallpaper. The models weren't that brilliant either. The big one was *meant* to be macho, but when he turned up he didn't have any muscles. The little one was better. An 'interesting fact' here: the small model appears in the recent Littlewoods poster campaign, while the big one seems to have gone down the dumper. Maybe it's all our fault.

"So you won't be expelled after all, Johnny. Now, a letter from Dennis Taylor of Kerry, who writes...

Dear Anne,
Has David Wilson ever met any famous snooker players? The reason I ask is that if he hasn't, maybe he'd like to meet me. (I'm one myself you see – the one with the funny glasses). I enclose my phone number!

"Sorry Dennis, but you're too late: he's already met the world number two, Jimmy White. Sorry."

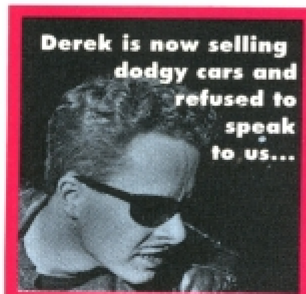


Mr and **Mrs Codpiece** of **Gwent** want to know whatever happened to Stock, Aitken and Waterman..."

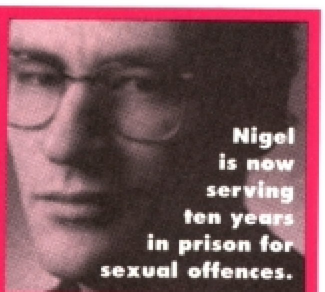
Dear Ann,
Whatever happened to Stock, Aitken & Waterman?



"They tried to market the above band – Derek, Nigel, Jonathan and Alan – ploughing millions into the project (see ZERO issue five). But it failed and SAW disappeared. As for the band members...



Derek is now selling dodgy cars and refused to speak to us...



Nigel is now serving ten years in prison for sexual offences.



Jonathan is now known as Mister Jonathan of *Bolton School Of Hairdressing*.



Alan has taken to the bottle and now lives in a card-board box.

Now you know. Next, a question from **Colin Rea** of **Tweefcledd**."

Dear Anne,
Has ZERO ever been sued? I'd have thought Norris McWhirter would have stuck his spoon in for a couple of thousand by now! So who's sued you, and for how much?



"ZERO's had a bit of trouble with Skoda about their mock-up Stealth Aircraft (above). The feeling was that they get enough bashing in the media, and that they were finally going to take a stand. They didn't, though.

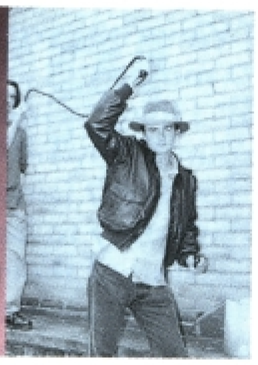
Next up it's **Kenneth Ngabuse** of **Glasgow**..."

Dear Anne,
Have you got any out-takes? You know, those unintended 'comic moments' that Dennis Norden is so fond of. Please, please please please (times a thousand!)

"Funny you should ask, Ken. Our photo-shoots are peppered with out-takes, and here are three.



1. Rebecca the Art chick's self portrait after setting up the tripod herself.



2. "How on earth are we going to get Ben's whip to stay up?" (Enter Macca.)

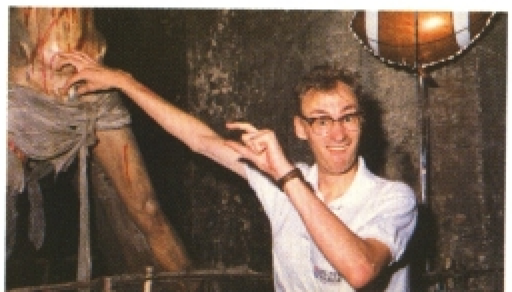


3. Macca II. The photo he wanted burnt.

Will that do? Now another complaint, this time from **Miss Hilary Genital** of **Portsmouth**."

Dear Anne,
Are all your staff obsessed with the human reproductive organ??? It would seem so.
I thought this form of childish humour went out with the London tram.

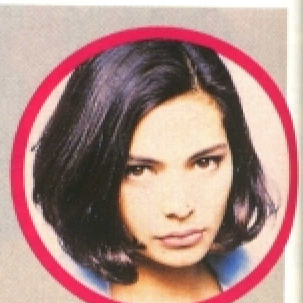
"No, Hilary, not *all* of them are obsessed in this way. Ex-Editor Tim Ponting for instance. He's a fellow who's mastered sophisticated irony. No willy jokes for him.



Now onto some 'special guests'. **Dierdre Lipman of Canterbury...**"

Dear Anne,
Why, oh why, oh why, oh why don't you print some pictures of the many famous friends ZERO has made in the past quarter of a decade? like Betty Boo?

"Just for you then Dierdre, here are just some of the 'celebs' who have appeared in the pages of your favourite games mag."



You asked for Betty and you've got Betty. She may mime a bit, but who cares? She's still top of the list in our star book.



Can we have an 'S' please Bob? And a 'T'? And an 'A'? Now an 'R'? And what do you get? A Star! (That's Bob.)



Everyone loves this cheeky japester. He could fool his own granny, he could. What a star, eh?

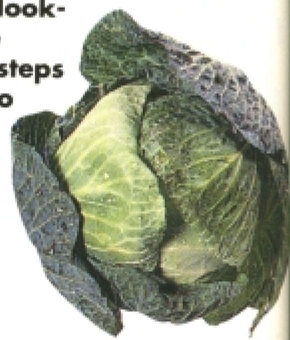


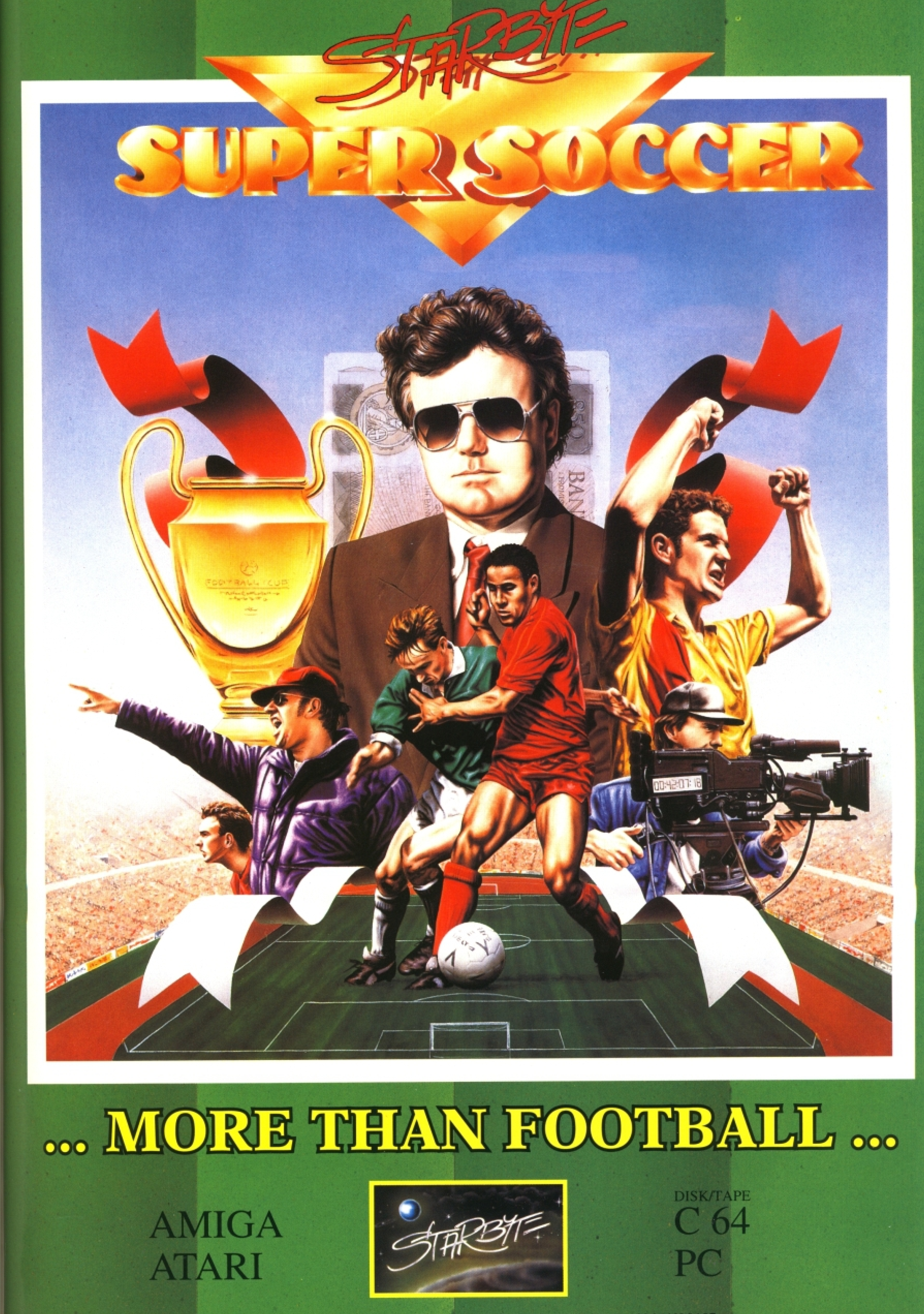
Er, who's this? Could it be? Nah, it couldn't. Hey, maybe it is. Is it? Yes by jingo, it is. It's Tim Simenon. It's another star!

"I'm running out of room now, so here's one last letter, from someone who's missing some greens. Confused? **Jenny C Aldous** from **Norwich** explains...

```
Dear Anne,
I entered a ZERO competition in which you could
win a cabbage. I came first, but I've never
recieved the prize. Where on earth is my free
vegetable? (Copy to my solicitors).
```

I phoned the Postmaster General, who said: 'We've had a lot of postal herb thievery over the last couple of years and we're looking into it. Assure your reader that steps are being taken to retrieve his or her missing vegetable.' That's that then. Goodnight."




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DOSH EATERS

Let's face it, the latest coin-op fare is simply out of this world! Who better then to review the latest releases than ZERO's resident medium and clairvoyant extraordinare – a woman to whom the words 'frenetic action and daredevil gameplay' hold no fear. We sent Doris Stokes* into the Electrocoin arcade to suss out the latest slotties.

THE SCORE

Easy as one, two, three, er... and four and five! The overall mark out of five Space Invaders indicates our overall response to the game. Five Space Invaders for a mega game, a single alien for... er... a bit of a duffer, to be perfectly frank...

ACROBAT MISSION



Since Mars has only been inhabited for about 50 years, it hasn't taken the Zorgons long to track down the humans' new habitat. In fact, it's pretty poor timing on the part of the Population Relocation Department. Another few years' wait and they wouldn't be in this mess. Squadrons take flight and return in tatters. Only two people can save The Earth... ummm... sorry... Mars. Two young heroes, Jet and Nova, leap into their trusty space-ships to take on all-comers in an action-packed, nippy blast 'em up.

Taito's *Acrobat Mission* starts very slowly, with plenty of time to get ready for the next wave of aliens. At least you have a second to figure out which fire button to use! Soon, however, the Zorgon forces pour onto the screen in waves and merry hell breaks loose. The bold backgrounds scroll very fast and create a great impression of speed. Use bonuses (and there are plenty of 'em) to enhance and build up your ship and the power-ups for extra weapons, smart bombs and shields as you shoot up the screen towards the monstrous end-of-level guardian. As usual, you need a barrage of missiles and an endless supply of pound coins to get past this beastie.

Dying in *Acrobat Mission* is a change from the norm. Once your ship's taken a hit, it starts whizzing round in a demented circle – like a headless chicken – as a countdown from 5 – 0 appears.

That's about the sum of it. A middling shoot 'em up which is pipped to the post by *Vimana* and *Alpha Mission II*.

ALPHA MISSION II



There's no disguising the fact that *Alpha Mission II* from SNK (licensed to Neo-Geo) is more of the same. Vertical scrolling shoot 'em up, power-ups, fast and furious action etc etc. Yup, it's got all the above, but it's also got a different power-up system. Nothing drastically new, but it works well and gives the game additional interest. Another button to push, something else to think about as you decimate swarms of enemies.

The large number and sheer variety of bonuses keeps you on your toes, especially as you can alter their qualities. S – Speed Up, L – Lasers and M – Missiles can either be picked up or bounced back up the screen with a quick blast to change their priority to one of the other two on the way back down. That way, you can choose the power-up you need for any situation. There are also power-ups for Energy, Gold, and a Smart Bomb. Whump! Everything gets wiped out. Hurrah!

The whole effect is very fast. In fact there's so much happening, so many missiles and aliens flying around it's difficult to keep track of who's doing the shooting. As the going gets tough, try to build up your ship by collecting power-ups 1, 2 and 3 which correspond to the sides and nose of your craft. Access menus with the A, B and C fire buttons to activate them and your firepower will be substantially increased. Confused? Well there's more!

Not content with bog-standard missiles and lasers, the beginning of each level offers a choice of special weapons like Blackhole (whirls like a dervish and swallows everything into, er... a black hole), Nuclear, Bubble Power and Homing Missiles. Their time limits are short, but every bit helps. What with all the menus for choosing weapons, there doesn't seem much time to fire them. Use the second attack button to activate the special weapons and treat the rest like a standard shoot 'em up. Dodge enemy fire and try to knock out the waves before they swirl right down on top of you.

***Alpha Mission II* is finger lickin' frenetic but it's a damned good blast and no mistake.**



***no relation**

CROSSED SWORDS

Since *Operation Wolf* hit the big time, the idea has spawned dozens of lookalikes, most of them with big machine gun-toting commandos versus hordes of mercenaries. So seeing a couple of Medieval knights hacking each other to bits is enough to stop you dead in your tracks. *Crossed Swords* on the Neo-Geo system is rather limited in moves – just your trusty sword and shield, but exactly the same criticism could be levelled at *Operation Wolf* with its trusty machine gun. There's enough gameplay here to keep you happy for a few quid's worth.

The story line's a bit *Robin Hood*-ish, with the good knight (knights if two are playing) fighting off rogue knights and



monsters to save whole villages and beleaguered castles.

Your knight character stands in outline with his back to the screen and wields a pretty solid-looking shield and sword. The enemy knights, seen through him, come up to within swords-length and a merry old dingdong ensues, with each opponent trying to lop off the other's head. Not quite the stuff of the Holy Grail, but a close second.

Use the joystick to hack and slash. In addition you can use your shield to block the enemy's sword as well as the fire-balls and stuff thrown at you by massive rats, giant caterpillars and the like. Your opponents are imaginative and darned hard to kill into the bargain. As the game progresses they become more cunning, with two or three attacking at once. In dire need, use your 'special action' by pressing both attack buttons simultaneously. This drains you of power – so use sparingly.

Give the joystick a bashing and you'll vanquish the baddie. An elder of the village or castle hobbles out to give you a helpful hint for the next bout. Finally, call on a merchant to buy additional weapons: double-headed axes, thunder blade, sword slicer and even a leg of *ham!!* (If you've got the dosh which appears each time the enemy is slain!)

Crossed Swords proves to be a hack 'n' slash with a difference. Nice graphics and well executed. I'm not sure about the staying power but well worth a bash.

BLADE MASTER

Darkness covers the land. Only Emina has the knowledge to banish the night and trap the evil king in his castle. Needless to say, the hapless Emina has been promptly kidnapped – no self respecting evil king would leave her at large – and you know the rest. Two heroes dash to her rescue on a perilous journey and the action begins.



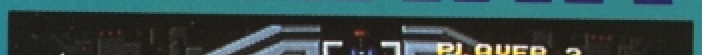
For one or two players, choose boyfriend Roy who's ace with two swords, or brother Arnold who's rather handy with his spear and ball and chain. Each player uses his weapon in different ways. Take Roy, who has only to strike the ground with his sword to produce destructive fireballs, guaranteed to put at least three of the enemy out of action. Useful too, as the enemy tend to attack in droves from behind and in front.

Your journey takes you over plains, across rivers and moats, and eventually into the castle where you'll have to fight for every inch gained. Narrow wooden bridges with great gaps must be leapt, and fighting in these restricted areas doesn't leave much room to manoeuvre. The moat is guarded by deadly sword-fish which fly and rear up to stab you. The castle parapets are patrolled by numerous guards – all with different fighting styles. Acrobatics could well save the day here – cartwheels and backflips tend to jump you out of these sticky situations.

Along the way, try to find time in the constant barrage to smash the odd urn and clay pot. Jewels and other bonuses, revealed amongst the broken crockery, come in dead useful later on.

Blade Master is bulging with big, brawny men all doing their damndest to clobber you. Good-sized sprites and rather tidy graphics combine with nice backgrounds and a rousing soundtrack to create a game that's fast, addictive and very playable.

VIMANA



Er... what can you say about something that's been said and done a squillion times before? This is another vertically scrolling shoot 'em up, with waves of aliens whizzing onto the screen from all directions. Power-ups give extra firepower and shields. It's so *fast there's no time to think* – super quick reflexes are the order of the day.

Well, that's Toaplan's *Vimana* in a walnut shell. Actually it's very good. A 90s remix of *Galaxians* or *Gyrus* – and it works. It's fast, furious and if your trigger finger isn't fit you're in dead trouble! Aliens are wild and psychedelic, spraying vast quantities of different coloured balls at you. Purple, green, blue, yellow – avoid them all. Easier said than done when they saturate the screen, but with violent dodging it's just about possible.

A point in *Vimana's* favour is the number and frequency of power-ups. The additional weapons are awesome – equipped with these you can take on the biggest end-of-level mutha with some degree of confidence.

Use the second fire button to activate the special weapons, which either annihilate everything on screen or surround you with a ring of rotating fireballs. They're only there for a short time but every bit helps. *Vimana* breathes a puff of air into a not-so-dead concept. At the end of the day, it all boils down to playability and *Vimana* has bucketfuls of it.

'STATE OF THE ART' 16 BIT TECHNOLOGY



The mystery/role-playing adventure, combining History and classic science fiction, based on the world famous role-playing game by Game Designers' Workshop.

Space 1889: Discover a recreated solar system as envisioned by the scientific theories of the 19th Century and in the imaginations of such classic writers as Jules Verne, A. Conan Doyle and H.G. Wells. Written by the same team as the critically acclaimed 'MEGATRAVELLER 1'

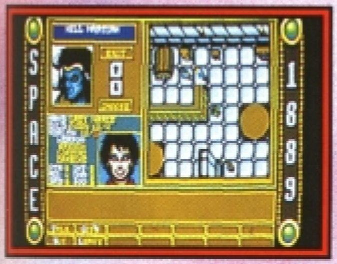
INTERPLANETARY EXPLORATION

● Visit the canals of Mars and deal with warring Martians; explore treacherous swamps on Venus; travel through the mysterious underground caverns of the Moon . . . Even Earth is ripe for exploration and rife with intrigue . . .

● Planets and stars are accurately represented in Space. Actually navigate by the constellations themselves!

DIPLOMACY

● Overcome corrupt German conspirators, a radical Martian religious cult and the awesome intelligence of an advanced alien society that has escaped notice for thousands of years.



WEAPONRY

● Historic 19th Century weapons include 30 guns, 4 throwing weapons and 9 close combat weapons. Ranging from bolt-action rifles and single-barrel revolvers to swords and daggers.

PROFICIENCY

● Create five characters, male or female, from among six attributes and 24 skills, including Fisticuffs, Crime, Theatrics and Engineering. Control character development through a wide variety of careers.

HISTORICAL ADVENTURE

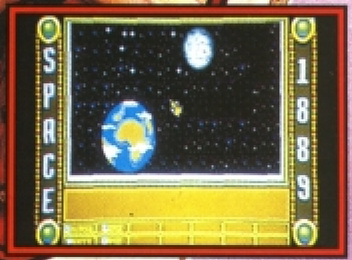
● Over 100 locations to explore on Earth alone - all depicted with historical accuracy and fascinating details. Including London, New York, San Francisco, the Far East and the Valley of the Kings.

TACTICS

● Realistic combat sequences let you control each character individually, while still giving general orders to the others.

VERSATILITY

● Meet and interact with over 500 unique characters, each with distinct personalities.





SCREEN SHOTS TAKEN FROM IBM PC VERSION

MEGATRAVELLER 1



Based on MegaTraveller by Game Designer's Workshop, the most popular science fiction gaming system and now the critic's choice as the Number One Computer Game!

AMIGA COMPUTING
Brilliantly balanced between complexity and playability - MegaTraveller 1's gameplay is a miracle..."The best RPG/Adventure game of the year."

CU AMIGA
A fantastic RPG with loads of puzzles.

AMIGA FORMAT
I can't think of any role-playing game which has the depth and richness of what's going on.

GAMESMAN
This game is truly, uncategorically "Mega!"

ACE
A quantum leap for sci-fi RPG's.

AMIGA COMPUTING
"A triumph of intelligent game design."

THE ONE
No other computerised RPG comes as close to being an accurate conversion as MegaTraveller 1.

GEN 4
MegaTraveller 1 is THE Game of Today...

AMIGA POWER
"Terrifying depth, friendly and helpful controls, great atmosphere, excellent balance of strategy and action.
A wonderful piece of role playing software that everyone should play."

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"A FIRST CLASS CONVERSION" - ZAPP
Use your planning skills and put them into quick action, as you fight through 16 levels of challenging gameplay crammed with masses of enemies, special and hidden bonuses.
Pick up extra powers like lasers, power-ups and time stops and face the ever changing massive "Boss Alien".
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EMPIRE
ARCADE

compo

CALIFORNIA DREAMIN'

COMPO

★ WIN A TRIP TO SUNNY CALIFORNIA!
★ BE IN A MOVIE (PERHAPS)!!
★ A TREAT FROM LOVELY MIRRORSOFT!!!

It's time for the second part of our crazy California compo – the only competition that smiles toothily, looks you in the eye and says *"Hey, baby, I'm gonna put you in the movies!"*

Mirrorsoft, overjoyed at having Cinemaware's *TV Sports Boxing, TV Sports Baseball* and *Rollerbabes* 'in the can' are offering to fly out the lucky winner to the west coast *and* throw in lots of exciting trips into the bargain!

★ HAVE A NICE DAY!

As we revealed last month, Mirrorsoft will pay for you and another person to fly to either San Francisco or Los Angeles and stay in a hotel. You'll have to fork out for other stuff yourself, but Mirrorsoft has arranged a whole host of excursions while you're there. Depending on where and when you go, you could...

★ Visit the Acme Interactive Development offices and check out the very latest Cinemaware games in production!
★ Powerboat around San Francisco Bay!
★ Tour Universal Studios!
★ Visit the filming of a new 'Tinseltown' movie, and (if you're lucky) possibly be in it!
★ Say "Gee Whizz!" a lot!

Even if you don't win the main prize, you still stand a chance of being one of the ten lucky runners-up, who will recieve a Cinemaware/Mirrorsoft 'goodie bag'!

PHONE 0898 299 250 TO WIN!

★ HOORAY FOR HOLLYWOOD!

Last month, we showed you a picture of what dashing leading man Rex O'Gorgeous looked like after he fell into the costume store of a studio and came out wearing loads of different outfits. To win, all you have to do is work out which bits of costume come from which of the films shown on this page. Just for any terminally stupid readers who've lost their copy of last month's ZERO, here's a quick recap on Rex's get-up...

A Stetson
B Sunglasses
C Cape
D Dinner Jacket
E Kilt
F Shoes & Stockings

When you've sussed out the answers, ring **0898 299250** and tell us. Go through the film numbers followed by the letter of the item of clothing. So if you think Rex's dinner jacket is from *The Blues Brothers*, say "5 D" and so on.

★ THE TALKIES!

★ Get the billpayer's permission before phoning – calls are charged at a big budget 34p per min at cheap rate, 45p per min at other times.
★ Make sure you dial the right number. If someone answers, offering you the chance to be in some adult 'art' movies, hang up.
★ Remember to leave your name and address (oh, and the answers while you're at it).

★ THE RULES

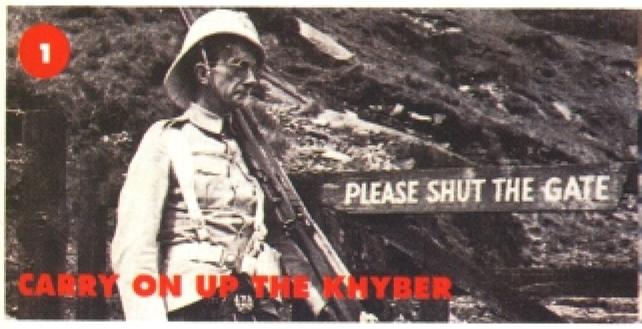
★ Employees of Dennis Publishing or Mirrorsoft are has-been nobodies – no way will any of them win this starring role, buster!
★ Anyone ringing in after 30th September, 1991 is not going to make it across 'the pond' – they probably won't make it across the street if I have anything to do with it.
★ The Editor smokes a big cigar, wears plus-fours and shouts "Action!" a lot, so what he says goes. Okay?


6 THE ROCKY HORROR PICTURE SHOW

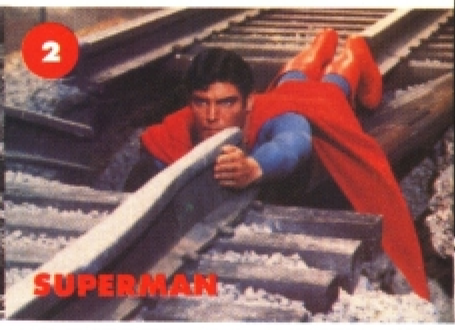

4 CALAMITY JANE


5 THE BLUES BROTHERS


3 THE LIVING DAYLIGHTS



1 CARRY ON UP THE KHYBER


2 SUPERMAN

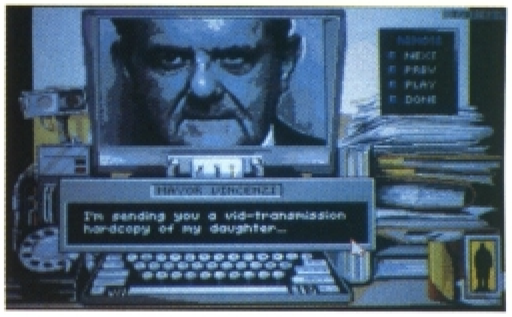
STOP

AAR 3

DÉJÀ VU

RISE OF THE DRAGON





But would you have this man as your father-in-law?

Sierra/£34.99/October

For creatures that never existed, dragons have been doing pretty well for themselves lately. What with *Dragon's Lair*, *Dragon's Breath* and *Dragon Ninja III*, they've been almost omnipresent. And here they are again in the Amiga version of *Rise Of the Dragon*. However, now that they've established a reputation, they don't even deign to make a courtesy appearance in this game.

Rise Of The Dragon was the first graphic adventure created by the Dynamix team, pre-*Heart Of China*. The action takes place in Los Angeles, 2053. Drugs are killing off the population and no-one has tackled the problem until the Mayor's daughter, Chandi (having been deprived of *Grange Hill*) is found dead from an overdose. The mayor hires Blade Hunter, a man with more gristle than a sausage factory, to hunt out his daughter's assasins and rid the city of sleazy drug dealers and corrupt goverment officials. You play Blade, ex-police officer and occasional private dick (ahem) who's gonna track down the culprits and set the world to rights.



Like most modern adventures, the game uses an enhanced point and click interface and the action unfolds in 'real time'. So although you see the world through Blade's eyes, events occur in other locations when Blade is not present. (Thankfully, animated 'cinematic cutaways' appear every so often to keep you informed.) This means you also have to keep a beady eye on the clock – if you have to see someone at a particular time, you'll have to make sure you're punctual and you can't, for example, walk into offices at night. Another neat aspect is the way all the characters have been programmed to have personal histories and memories – for example, once you've wronged your girlfriend, just like an elephant, she'll never forget .

Apart from the usual 'adventuresque' Examine Location stuff, there are also action-packed arcade sequences with unlimited replays, which you can miss out if you belong to the sterner variety of the bearded race. What's more, Dynamix has done away with all that ardous typing – all messages are provided, with you making the choice. So there's no scratching your head for half an hour until you find the right word and, rather like *Blankety Blank*, there'll be a variety of solutions for all major puzzles.

HASSLE FACTOR: 10
Enough disks to open a blimmin' software shop.

AMIGA

Amaya: I loved the opening stages of *Rise Of The Dragon*. They reminded me of the back page of my old *Bunty* comics where you had Bunty looking rather risqué surrounded by lots of new clothes. Then, you took your mum's scissors and did the only decent thing – er... snip her head off by accident. Well, funnily enough in *Rise Of The Dragon* you get to dress Blade too, and unfortunately have to cover up those lithe, rippling, undulating muscles. (And after that you also get to arm him.)

The storyline unfolds neatly, with Blade having to collect varied objects and journey to different locations looking for clues. Some, like The Pleasure Dome, are decidedly more salubrious than others. At one point, I decided to play a more Don Juan-ish Blade than the squeaky clean character I'd so far created. Blade went off with the man-eating chick at the Pleasure Dome, only to be confronted by his girlfriend, Karyn, and her mean left hook. Sadly, there were to be no more nights of rudies for Blade.

Rise Of The Dragon is full of imaginative touches, like Blade's Vid-phone – an ansaphone where your caller appears on a huge screen. As for the graphics, they really are top-hole. The soundtrack is refreshingly pleasant and some of the effects (like flushing your toilet) are extremely realistic. In addition, the interface and 'real time' elements have been well thought-out. The game's easy to get into but perhaps rather like its sister, *Heart Of China*, not very hard to complete. Fortunately, the different plot branches should make it a joy to return to.

However, I do have one major gripe – there are 10 disks!!! After a couple of hours and numerous waits I was suffering from acute repetitive disk-juggling strain. For this reason (and the absence of dragons), *Rise Of The Dragon* falls short of a hero. STOP

GRAPHICS	88	ADDICTIVENESS	83	OVERALL 86
SOUND	85	EXECUTION	84	


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DÉJÀ VU

SILENT SERVICE II





The sunny climes visited by the fun-loving Japanese navy on their annual Pacific pleasure cruise, 1941.

MicroProse/£35.75/Amiga/Out Now

ZERO HERO

Submarines – not the most appealing form of transport, are they? Cooped up under-water for weeks on end in a small metal tube with a load of sweaty seamen – it's rather off-putting, isn't it? If only you could experience the thrill of the submarine stalking its victim, the tension of being depth-charged and the excitement of a torpedo striking home from the comfort of a nice, airy room, sitting by the fire with someone bringing you tea and cakes every now and then. Well now you can, with the conversion to the Amiga of *Silent Service II*, in which you command a US sub patrolling the Pacific in WWII.

First choose your class of vessel and base (while eating a nice jammy dodger, perhaps), then start your patrol around the Jap-infested waters of the Pacific islands by moving your cursor around the map screen (as you munch into a fondant fancy). As soon as the enemy's in sight, it's action stations... periscope depth... load torpedo tubes... and just one more crumpet, please. Get a view of the enemy ships through the periscope to decide on your method of attack, then flip to the radar screen and work out your course to intercept the ships.

Set your speed, lock on your tracking computer and then slip through the murky depths till you're within spitting distance of the target... then whamm! Fire tubes! If there are hundreds of destroyers buzzing around, now's the time to crash dive. Then switch off your engines as their sonar bleeps away above you and sit tight hoping no nasty depth-charges come your way. On the other hand, if the convoy's made up of soppy little transport ships, you can surface and finish them off with your deck gun, laughing openly as they sink into the tepid Pacific waters. Once you've sunk all the ships or escaped a deadly game of cat-and-mouse with the destroyers, it's back to the charts for more sub-aquatic action and another cup of tea (you'll have let the first one go cold by now).



AMIGA

Ben: Long periods of boredom followed by short periods of high danger – that's what submarine warfare's meant to be like, and *Silent Service II* captures that feeling rather neatly. But it cleverly cuts down the length of the boring bits (by allowing you to speed up time), while still retaining that feeling of tension as you silently stalk the enemy boats. Some very realistic sound effects add greatly to the atmosphere, from the cold tone of the sonar to the digitised "Dive, Dive" as you crash down to the ocean floor.

MicroProse has used its extensive simulator know-how (more usually seen in the air) on *Silent Service II*. As you'd expect, the graphics are rather good, although you'll probably immediately turn off the animated sequences when you fire a torpedo, since they tend to mean long waits for disk accessing. On the whole, though, there aren't too many long waits for the disk (as you might expect from a PC conversion). When you do get a delay, it's more often in the stages where you're waiting for action, so they don't intrude much.

You can play single missions or plough your way through the whole of the war (if you can last that long) with messages relaying events like Pearl Harbour and the like. Whatever you choose, the gameplay is always exciting. What you incorrectly identified as a tanker can often turn out to be a huge battleship just waiting to blow you away with its guns, so you can never fully predict that you'll be able to swim away from an encounter unscathed (unless you crash dive to the sea bed).

Nethertheless, the Pacific setting makes it all seem a bit easy. I mean, it's tropical isn't it, all sunshine and warm water – people go on holiday there. Now the icy depths of the Atlantic, hunting a Nazi U-Boat – that'd be more like it. Still, never mind, despite its south seas setting, *Silent Service II* is 20,000 leagues better than any other sub game on the Amiga.

GRAPHICS	89	ADDICTIVENESS	91	OVERALL 91
SOUND	91	EXECUTION	90	

DÉJÀ VU

"There's nothing new under the sun," they say. Well, there isn't on this page – it's full of old games converted to new formats.

ARMALYTE
THE FINAL RUN



Thalamus/£25.99/Out Now

ST

Ben: Mmmm... a spaceship scrolling through space, shooting at various whirly things... that looks a bit familiar. And the colour and design of those whirly things... they look a bit familiar as well. They look a bit like *R-Type* whirly things. Perhaps *Armalyte* is going to be as good as that, then? Er... well, actually it isn't.

While this shoot 'em up looks like *R-Type*, with a bit of *Xenon II* thrown in, it neither moves nor plays like either of them. The scrolling is rather jerky to say the least, and the gameplay is rather limited. The action isn't as exciting because it either tends to very tricky, with a seemly impenetrable wall of whirly things, or quite easy, with easily avoided whirly things. There's not a lot of the frantic, blast-everything-in-sight, crazy action that you normally expect from this type of game, which means it's not a great deal of fun.

It's got all the features you'd expect, like power-ups and huge lasers, but it just doesn't cut the ice when compared with other shoot 'em ups. And why do you have to choose if you want music or sound effects? Oh, I understand – it's because the music's rather 'wibbly'... bit like the whole game really.

GRAPHICS 80 ADDICTIVENESS 79
SOUND 76 EXECUTION 80
OVERALL 79

SHADOW SORCERER

SSI/US Gold/£27.99/Tba

ST

Ben: With *Shadow Sorcerer* following on the heels of *Eye Of the Beholder*, it's starting to look like the AD&D games are finally 'coming of age' (a bit like the kid in *The Wonder Years*). Out go the complicated combat sequences and manuals as thick as your average PE teacher, in come real-time action, 'mouse clicking' user-friendliness and some rather smart graphics.

While perhaps not quite up to the calibre of *Eye Of The Beholder, Shadow Sorcerer's* still a lot of fun. You guide a party of four adventurers around the country (shown on a large-scale map), trying to find a resting-place for a band of refugees. When your party enters a new location, it flips to an 'oh-so-*Populous*' isometric view.





Everything's dealt with via the mouse – click on a character to tell him to move, fight and pick up objects – all in real-time, so there's no time for fussing about when there's a band of beasties attacking. But luckily enough, you can set up default fight patterns for the character, in case you're not quick enough on the old mouse buttons.

Having everything mouse-controlled makes the game more slick and exciting than other similar games, so throw away those eight-sided dice and get clicking along to the sound of *Shadow Sorcerer*.

GRAPHICS 87 ADDICTIVENESS 87
SOUND 71 EXECUTION 89
OVERALL 87

ALTERED DESTINY

Accolade/£29.99/Out Now

AMIGA

Amaya: For PJ Barrett, the yuppie hero of *Altered Destiny*, life's hardly been a bed of roses lately. After a tough week of 'challenging executive games' and 'doing lunch', PJ is looking forward to a romantic evening with his chick, Trudy. On the way home, PJ pops into the local TV repair shop to find that his telly has been collected by the huge muscle man he crossed in the street. He borrows the hulk's TV and, at home, when Trudy shows him her lingerie, PJ is so turned off that he decides to dive through the TV screen. (And why not? It certainly beats the old "I'd just like to be friends" excuse.)

And that's where this graphic adventure takes off. You, as PJ, are transported to the planet Daltere, whose rulers were expecting the muscle bound warrior (with your TV). They realise they'll have to make do with a wimp, so you're entrusted with defeating Helmer, who has the power to destroy Daltere.

Using a point and click interface and accurate typing, you examine locations, collect objects and talk to a plethora of bizarre characters. Accolade has wisely taken the trouble to redraw the graphics for the Amiga, but the game looks very similar to the PC version and, although on six disks, the graphics fall short of 'amazing'. (The sound, however, is annoyingly catchy.) In addition, PJ moves very slowly and there are long loading waits throughout. Fairly run-of-the-mill adventure fare.



GRAPHICS 80 ADDICTIVENESS 75
SOUND 82 EXECUTION 78
OVERALL 80


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As you may already know, this page isn't aimed exclusively at, er... people of below average stature. It's a simple resumé of games which, for one reason or another, didn't get reviews of their own. Despite this, we couldn't prevent Ronnie Corbett sticking his oar in...

Hello, I'm just getting comfortable in my lovely armchair (ha, ha). It's a wonderful chair, isn't it? Funnily enough (ha, ha) it was given to me by my mother-in-law's sister friend. (*Shuffle, shuffle.*) Which happens to remind me (ha, ha) of a rather funny story... (*Just get on with the bloody shorts. Ed.*) Ha, ha... shorts. Oh, I had a very, very funny time when I went for a tipple with Mrs Parson's sister's cousin. Well, it was... (*Get on with it, shorty! Ed.*) Ha, ha (*leans forward conspiratorially*) that's *the Producer* – he gets a little touchy, you know (ha, ha).

Aaaanywaaay... well, first of all Mrs. Bumbridge's son had bought Domark's **Thunderjaws**. So I had a go, as you do (ha, ha). Funny old game, well in fact it's not really funny at all...(*Rather like you. Ed.*) (Ha, ha.) It's a shoot 'em up where you play a diver who has to defeat Madame Q. You see, she's trying to take over the world using sharks, lizard women and half-human cyborgs. The


THUNDERJAWS

thing isss... it's not very sophisticated, the sprites are tiny and the game's frankly disappointing. Mind you, once I'd seen Madame Q, I didn't really want to defend myself, if you know what I mean (ha, ha).

Did I ever tell you about the time I met Arnold Schwarzenegger? Well, I hunted him out as Karl Reece in Bethesda's **The Terminator**, but funny dancing policeman kept popping out from nowhere (ha, ha). The graphics were fairly run-of-the-mill 3D scrolling stuff – for me, the game never really got going. Sorry, Arnie. Sorry. A little dickie bird tells me, however, that US Gold is importing this rather old PC licence. Still, at least it's more innovative than Ocean's new title. Whoops! I probably shouldn't have said that (ha, ha).

Listen, do I look like a violent sort of person? (Don't answer that one. Ha, ha.) Sooo... off I went to try my luck with


TV SPORTS BOXING

Electronic Arts' **Zone Warrior**. Not a pretty sight. There I was with this huge gun, and Mrs Bumbridge's son popped round and said: "If I were you I'd play *Turrican*, it's miles better." I said, "Look here, Gordon," I said, "If I were me, I'd have a few rounds of golf." Sooo... I plumped for Domark's sports compilation, **Grandstand**. I thought it would contain Frank Bough and lots of nubile girls (ha, ha.) Sorry, Frank... sorry, sorry. Just my little joke (ha, ha). Aaaanywaay... instead it had the disappointing *World Class Leaderboard*, the very poor *Gazza's Super Soccer*, the okayish (but available on budget) *Continental Circus* and the very good *Pro Tennis Tour*. I also had a dabble with Cinemaware's **TV Sports Boxing**. The graphics were lovely, but the game didn't really live up to Mrs Bumbridge's expectations, not being as good as 4D *Boxing* or its predecessors *TV Sports Football* and *Basketball*.

Being an educated sort of chap. (*Whispering.*) I'm saying that for *the Producer's* benefit (ha, ha), I


ZONE WARRIOR

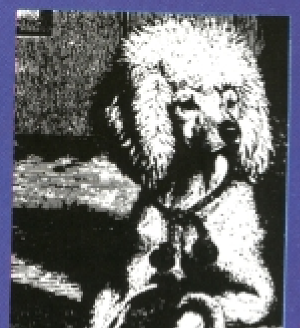
took a look at SSI's **Western Front**. It's a traditional board wargame simulation, with too many maps and counters for my liking. As a true Brit, I thought it my duty to try out **The Adventures Of Maddog Williams** from Iliad Software. Ah! A sub-standard fantasy adventure with poor graphics.

Onto something more shapely, I mean 'shiply' (ha, ha), Accolade's **Search For The Titanic**, where I took the role of an experienced ocean-ographer. Amazing really, considering (*whispering*) I can't actually swim. Nice digitised pics of the real Titanic shipwreck, but you have to be pretty dedicated to persevere. I prefer to play Accolade's **Casino**, being *(leans forward)* a personal friend of Donald Trump. Blackjack, roulette, baccarat, slots, strip poker – they're all there. Well... (ha, ha) I was actually having you on with that last one.

Finally, I decided I fancied something rather cute. No, not Felicity Kendal (ha, ha). I had a go on Eclipse's **Monster Business**, and if you replace 'monster' with 'crap' you'll know what I made of it. (*Shuffling.*) Oh dear. Sorry. Sorry, everyone. That was a bit naughty, wasn't it? (Ha, ha.) Sorry, Eclipse. Sorry, Producer. Sorry. Sorry. Sorry...

STOP

CELEBRITY PET TALK



This month, Barbara Cartland's bitch Frou Frou speaks out on euth-anasia... "Once your owner is over 50, there's no point humouring her and encouraging her to stay alive. No sense in putting up with a senile old bat who thinks she's 17. Euthanasia – it's the only solution. Otherwise, it's a dog's life."

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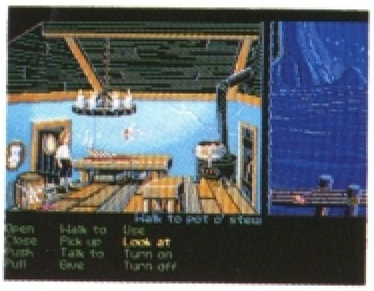
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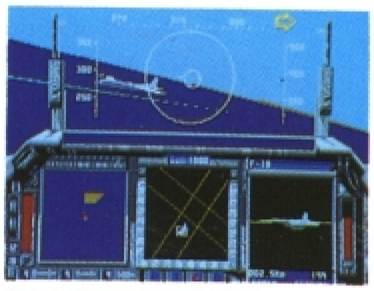
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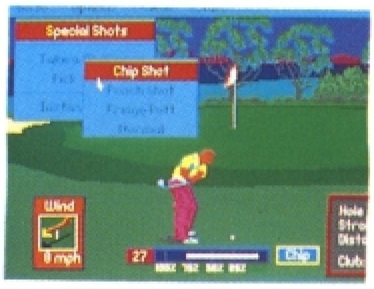
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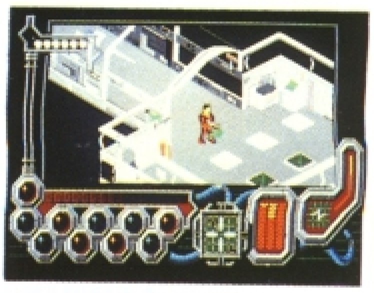
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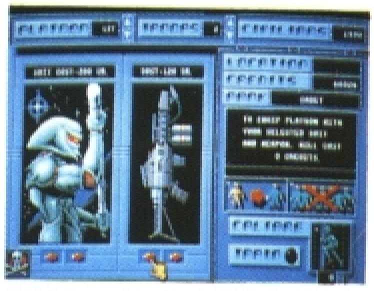
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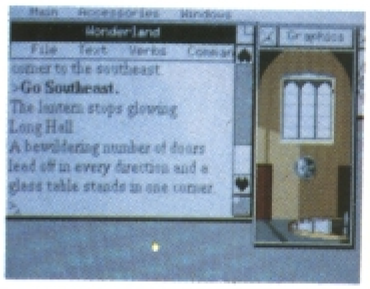
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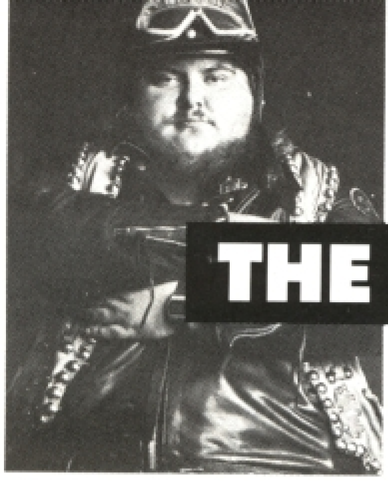
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Cheap and cheerful, that's Bloggo. He still manages to smile, even though he's been framed for the Croydon Blag. While lying low, he tried out some budget games.



FOOTBALLER OF THE YEAR 2

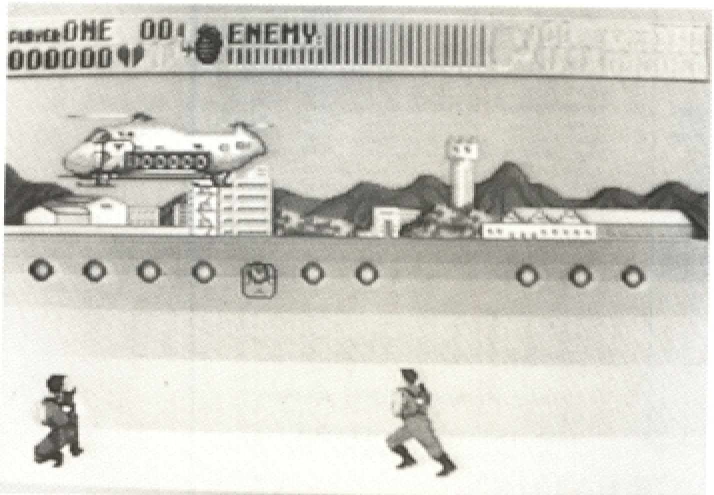
GBH/ST & Amiga/£7.99

Bloggo: This *Football Manager*-style sim must be well old now, 'aving been out on every machine known to man, and it's showing its age a bit.

The only bits you see of the games are goal-mouth situations in which you try to emulate the clever scoring tactics revealed by the purchase of a 'goal card'. Usually you fail miserably, with your "Footballer of the Year" wobbling round the six-yard box and then kicking the ball straight into the arms of the keeper. All of this occurs in none too stunning graphics, leaving the game a bit devoid of atmosphere or suspense.

I 'spose it might have a bit of appeal for die-hard, soccer sim types, but for me it don't even come close to an afternoon on the terraces wiv a couple of cans of Special Brew inside you.

OVERALL SCORE | 74



CABAL

The Hit Squad/ST & Amiga/£7.99

Bloggo: Now, 'ere's another of these rootin' tootin' shootin' games, *Operation Wolf* stylee, with a target flitting across the screen. You know how it is – one man, armed only wiv a rather big shooter and grenades, must hold out against hordes of marauding troops. 'Cept this is a bit different 'cos you don't have to be that 'one man' – you can play it with two players at once, giving you twice the firepower and twice the fun. This is about the only chance you'll have of coming away from the first stage with any of your soldier's internal organs intact, as you tend to get get a fair load of ammo flung in your direction. You can see your little bloke running along the bottom of the screen, doing nice little gymnastics to avoid the flak.

It's a pretty good game for the price, if you fancy one of these '*Wolfy*' games. It's got all the usual gizmos – like getting bigger and better guns and that – but the main thing it's lacking is a nice, big Uzi to get yer mitts around, like you do in the arcade. (Still, if you want one to strap on to your computer, 'ave a quiet word and I'll see if I can 'acquire' one – no questions asked, like.)

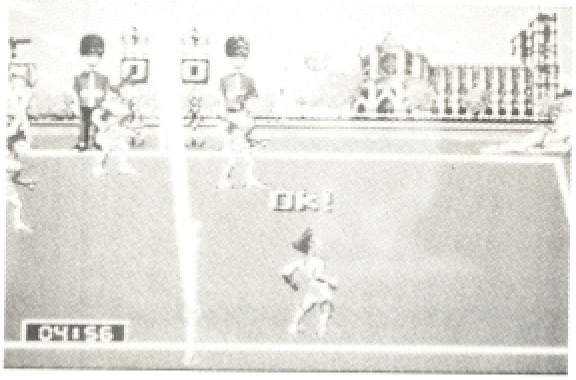
OVERALL SCORE | 86

BEACH VOLLEY

The Hit Squad/ST & Amiga/£7.99

Bloggo: In *Beach Volley*, the first match takes place in the shade of Big Ben, refereed by a couple of geezers in busbys. Aside from the strange setting, it's not a bad game, but it's dead hard to work out where the ball is in relation to the players on the pitch. A big blue arrow tells you where the ball's gonna land, but it's still difficult to get your little bloke in the right place at the right time. It's a game best enjoyed with two – in one player mode, the computer's players are so good they beat you every time.

OVERALL SCORE | 83



KID GLOVES

GBH/ST & Amiga/£7.99



Bloggo: Platform games – what a lark, eh? Jumping up and down, running around picking up bonuses – I can't fink of nofink finer, which is why I rather enjoyed *Kid Gloves*. The graphics are all pretty yummy, with some nice scenery ('though admittedly they aren't of the calibre of a lot of the so-called 'cute' games that abound today). Mind you, I hate cute games – full of nice little hedgehogs, the only good hedgehog is a hedgehog squashed under the wheels of my Vauxhall Viva (hur hur).

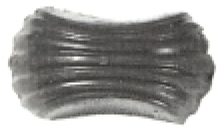
You'll find all the essential leaping around and shooting the odd meanies in here, together with keys to open doors, money to buy things and all the other features you know 'n' love. It all adds up to a rock-solid platform game at a bargain price – if you like 'em you'll like this, if you don't you, won't – 'nuff said.

OVERALL SCORE | 87

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WIN! LOTS OF BOX RELATED THINGS!

WIN! PERSONALISED BOXING ROBES!



We've gone stark 'box crazy' here at ZERO, what with the release of Sales Curve's conversion of the great Taito coin-op boxing game *Final Blow* on its Storm label. And Sales Curve is so convinced that 'It's A Knockout' (and we don't mean Stuart Hall's larkabout TV programme of the same name) that it's decided to stump up a whole big boxful of boxing stuff and other box-related goodies. Just take a look at these prizes, my lords, ladies and gentlemen...

FIRST PRIZE – BOXING ROBES!!

A couple of fabbo, personalised boxing robes await the lucky two first prize winners. The articles in question are kimono-style affairs made from lovely, silky satin, with your own boxing slogan embossed on the back! Your name might be Ken, in which case you could call yourself 'Ken the Krusher'. Or your name might be Mary, in which case you could have 'Mauling Mary' printed on your back. Or your name might be something else, in which case you'll have to make your own one up – you're certainly getting no help from us, it took long enough thinking up those two!



SECOND PRIZE – PUNCHBAGS!!

Yes, practise your deadly uppercut with one of these little numbers for a bit and you'll be ready to go five rounds with Mike Tyson! (ZERO acepts no responsibility if you decide to do this.)

THIRD PRIZE – A BOX OF CHOCOLATES!!

You could eat them, or give them to a loved one, or throw them away or, um... that's it, really. Still, whatever you do with them, they're bound to be flippin' tasty!



FOURTH PRIZE – A CRICKET BOX!!

More box-related prizery with a top-notch cricket box to protect your 'parts' in dangerous crickety moments. Don't get a googly in your goolies!

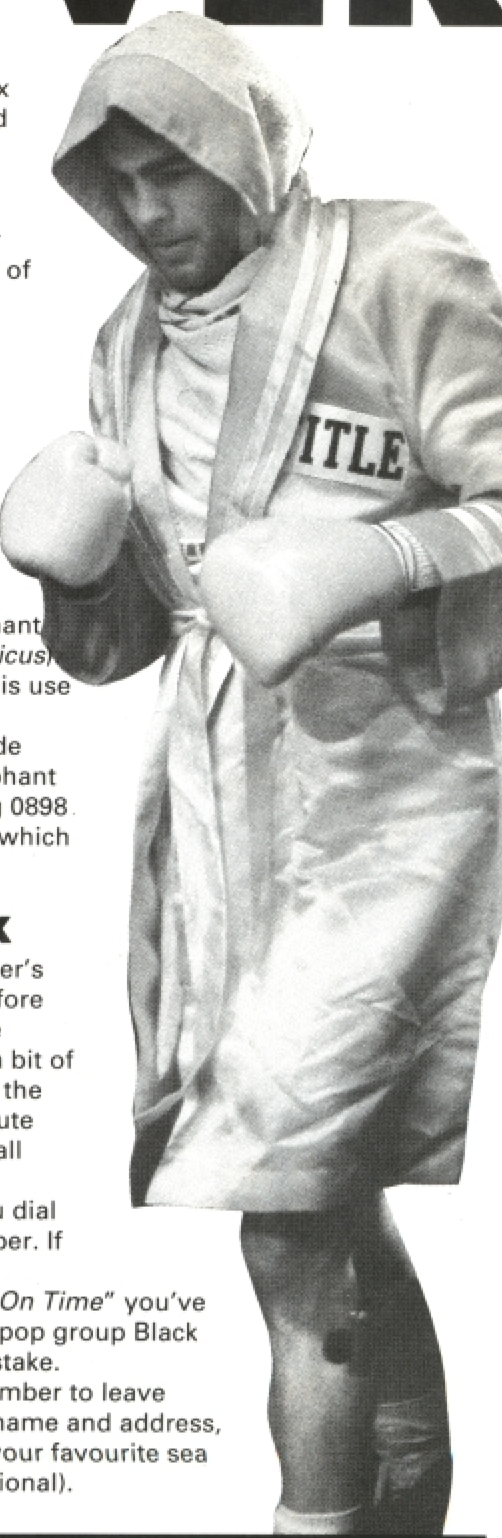
LAST PRIZE – A BOX-OFF!

The person who comes completely last in the compo will appear in their very own 'box-off' – one of those little boxes dotted around the magazine. This box will be hand-tooled by one of our experienced ZERO designers, universally renowned for their skill in the art of the box-off.



OPEN THE BOX!

Take a look at our four mystery boxes. Although it may not look like it, inside one of these boxes is a large African elephant (*Elephantis Giganticus*). All you have to do is use your skill and judgement to decide which box the elephant is inside. Then ring 0898 299244 and tell us which box it is.



PHONE BOX

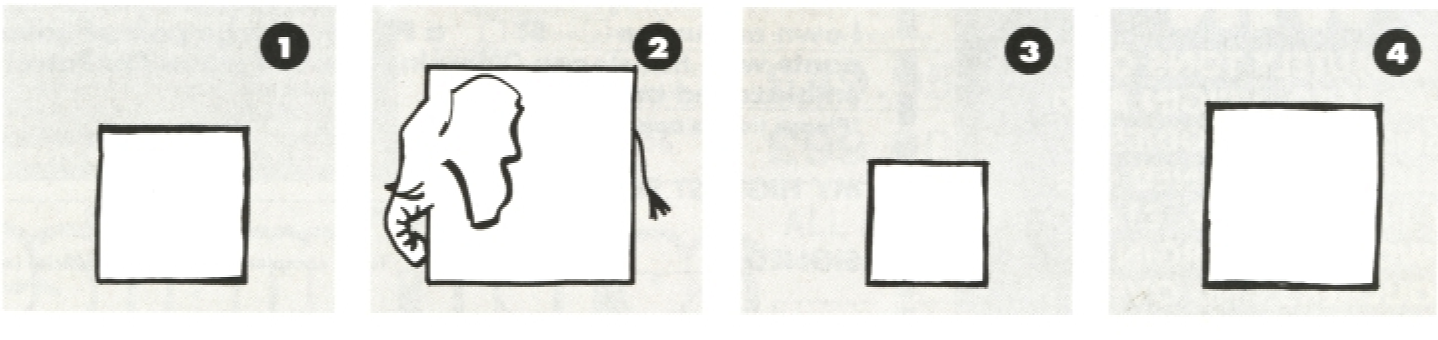
A Get the billpayer's permission before you dial, otherwise you'll have to put a bit of dosh in the box by the phone – 34p a minute cheap rate, 43p at all other times.

B Make sure you dial the right number. If someone answers chanting *"Ride On Time"* you've phoned top pop group Black Box by mistake.

C Remember to leave your name and address, then sing your favourite sea shanty (optional).

RULE BOX

- **Employees of Dennis Publishing or Sales Curve caught entering will get a box around the ears.**
- **Anyone ringing up after 31st September 1991 will be locked in a box with top 'funnyman' Les Dennis.**
- **The Editor's been 15 rounds with Mike Tyson, so he calls the shots.**



ALL BOXED UP BY THE SALES CURVE!



IT'S THE GREAT ZERO/VIRGIN *JIMMY WHITE'S WHIRLWIND SNOOKER* CHALLENGE!

BIG BREAK!

This is it – absolutely the last time to get all the info you'll need for a chance to play against top cue-man Jimmy 'The Whirlwind' White!

To celebrate the release of Archer MacLean's fabulous *Jimmy White's Whirlwind Snooker*, Virgin (in conjunction with ZERO) is hosting a national computer snooker tournament! The search is on to find a computer snooker star who might just be a match for Jimmy 'on the table'.

There'll also be ZERO goodies and Virgin games and vouchers to win throughout the tournament, which starts with regional heats held at eight Virgin Megastores around the country.

The first five in each heat get a prize, with the winner going on to the grand final at the Virgin Megastore in London's 'bustling' Oxford Street. Everyone wins something at the final – even the person who comes last will win a Virgin game and a £10 voucher – can't be bad, eh? The top three prizes range from half an hour with Jimmy White in Romford's famous Matchrooms (plus one free Virgin game and a £20 voucher), to a full hour with Jimmy, a signed cue, three free Virgin games and a £50 voucher. So fill out the coupon and make a 'break' for the nearest venue.



WIN AN HOUR'S SNOOKER TUITION FROM JIMMY WHITE!

WIN ABSOLUTELY TONS OF OTHER ZERO, VIRGIN AND SNOOKER GOODIES INCLUDING A SIGNED CUE BY JIMMY WHITE, £160 WORTH OF VIRGIN VOUCHERS AND OVER 50 VIRGIN GAMES!

THE REGIONAL HEATS

WATCH OUT! Some of the dates published in the last two issues were a bit 'foul'! Check below for the definite dates and venues!

VENUE	DATE
Glasgow Megastore, Sub-unit 4, Lewis's Building, Argyle St.	**Fri 18/10/91**
Nottingham Megastore, 6-8 Wheelergate, NG1 2NB.	**Mon 21/10/91**
Birmingham Megastore, 98 Corporation St, B4 6SX.	**Tues 22/10/91**
Cardiff Megastore, Units 7-9, Capitol Arcade, The Capitol, Queen St.	**Wed 23/10/91**
London/The Megastore, 14-16 Oxford St, W1N 7AP.	**Thurs 24/10/91**
London/Marble Arch Megastore, 527-531 Oxford St, W1R 1DD.	**Fri 25/10/91**
Sheffield Games Centre, Meadowhall Shopping Centre, 81 High St, S9 1EN.	**Tues 29/10/91**
Brighton Megastore, 156-161 Western Rd, BN1 2BB.	**Thurs 31/10/91**

RULES

- Any employees of Dennis Publishing, Virgin Retail Ltd or Virgin Games Ltd found trying to enter this compo may well be the victim of some spectacular 'breaks' themselves.
- Any players who purchase the game prior to the heats in order to get in some nifty practice will be awarded a conspiratorial wink from a member of the Virgin staff for showing initiative, though no purchase is necessary to enter.
- Contestants will only be allowed to enter the regional heat once, although a machine may well be set up to allow pre-entry practice. Any attempts to sneak round for a second go will be snookered (not to mention receiving a black ball in the middle pocket).
- Entry will only be permitted with the official ZERO/Virgin coupon. There's one printed below, but there'll also be entry forms in the Megastores taking part.
- Each player will be given the same table set-up and a limited amount of time in which to run up the highest score. The heat winners will be those with the highest scores at the end of the event. They will go on to The Final, which will comprise two player head-to-head elimination games.
- Although we'll endeavour to let as many people as possible enter each heat, neither Virgin nor ZERO can guarantee that everyone will be able to enter. It'll have to be a sort of 'first come first served' arrangement. Take Fred Pontin's advice – book early!
- No correspondance will be entered into, all winners will be notified by post and no cash alternative will be offered (so don't think you can chicken out of coming head-to-head with ol' Jimmy).

NAME ____________________ **ZERO**

ADDRESS ____________________

____________________ **AGE** ________

Store at which you'd like to enter the competition ________

____

I own an Amiga ☐ ST ☐ a PC ☐ a large pair of 'jokey' pants with the slogan 'Warning! Percy Python On Patrol' emblazoned on the front ☐

***Please tick as appropriate.**

MY HIGHEST SCORE WAS ____________________

SIGNED ____________________ **To be completed by a Virgin official (oo-er!)**

AVOID THE CUE – ALL HEATS RUN FROM 10.30 AM TO 4.30 PM

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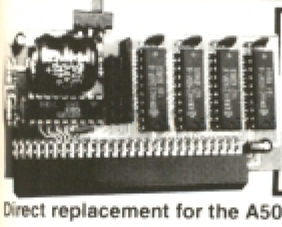
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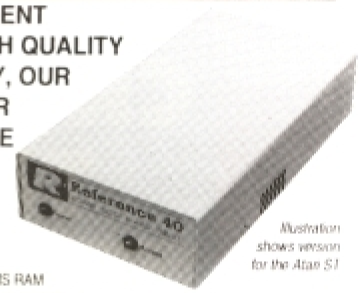


Illustration shows version for the Atari ST

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CRYSTAL TIPS*

*AND ALISTAIR

There was a young man called *Rich Pelley*
Who loved watching ops on the telly
So we gave him a game
Which revealed to his brain
The way to slice open his belly!

LIFE AN

This month, we present some gory tips on how to operate in *Life And Death*. Joshua Mandel, top surgeon in the Mindscape operating theatre, is the man with the scalpel...



Nurse Pierce, the Barbara Windsor of Toolworks General, with her winsome er... smile, attempts to wipe out truancy.

PART 1

Setting up, Picking staff, Diagnosing Appendicitis



When you begin the game, you'll need to sign in on the receptionist's clipboard. She'll welcome you and prompt you to go to the classroom, but firstly set the difficulty level to Novice and erase the scrawl in the box at the bottom of the option screen (by clicking on the small Erase checkbox) and draw in your own initials in the space provided.

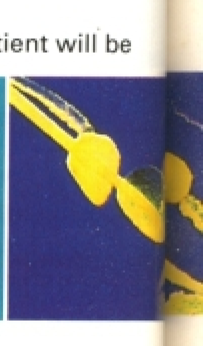
Click outside the box to signify you've finished setting the parameters. You should now be ready to enter the Staff Room to hand pick your surgical staff ready for your very first operation – an appendectomy.

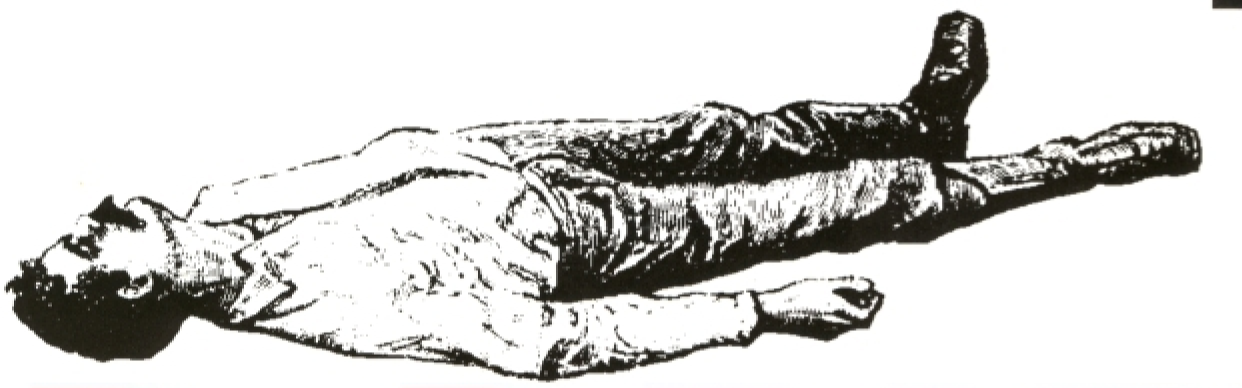
Look over the six files by first clicking on the filing cabinet, and then on each name (NOT in the small check-box). You'll get a photo and brief description of each member. Gregory Danielson is a must for appendectomies; click on his check-box. This (of course) means that you will NOT want Beverly Kabes on your staff, nor will you require Laurelee Menzies (whose area of expertise is completely irrelevant to this operation). Kim Brewer would be a good choice if you are looking for a general *nurse to assist; if you have trouble* keeping your eye on the EKG then chose Ken Shepherd instead of Kim. If you are anticipating trouble with incisions then David Manglier would make a suitable alternative.

Click on the door of the Staff room to leave and head into the classroom. The advice given is pretty basic stuff so you should be able to digest the majority of it – most of it can be found in the manual anyway. When class is over, click on the door and the receptionist will inform you as to the whereabouts of your first patient.

Surprisingly, your first patient will be

FACT! **A sperm (ahem) can achieve a scale speed equivalent to travelling as fast as a nuclear submarine. Blimey!**





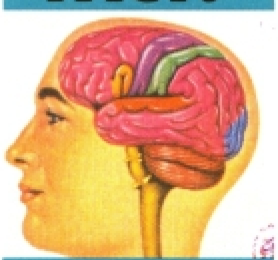
D DEATH

in the patient's room, so go in (without bothering to look at the clipboard at this point as there's no need).

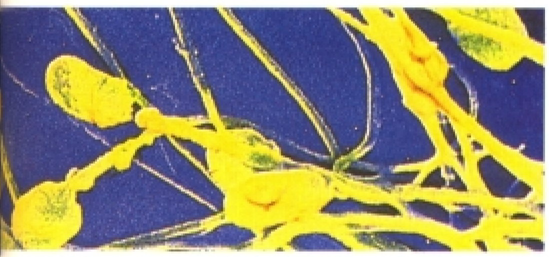
The patients' complaints all sound the same, so since your main means of diagnosing any problems is to palpate the abdomen, click the mouse on the abdomen of the patient in bed. Click all around the area, being sure to to get each quadrant at least once, otherwise you may well be reprimanded further down the line.

Right then – diagnosing. Here are some guidelines to help you on your way in this, the first half of the game. If there is no pain response anywhere on the abdomen, then this signals intestinal gas and should be OBSERVED. If there is pain response all over the abdomen, then this signals an infection and should be MEDICATED. However, if pain only occurs in parts of the abdomen, kidney stones or appendicitis will be responsible, so you MUST take an X-ray (even if the pain is only on the left side and therefore unlikely to be appendicitis). If there are any kidney stones, they will appear as a clump of small white dots ABOVE the pelvis (surrounded by black). If such stones appear, your action should be REFERRAL (since urology is not in your field). If there are no stones present, then – bingo, you've got it sussed! – that's appendicitis! Click on OPERATE on the clipboards, exit the patient's room (sort out the copy protection), then head for the OR!

FACT!



The average brain is 80% water. Rich Pelley's brain is 99% water, 1% sawdust!



PART 2

Surgery, Performing Appendectomies

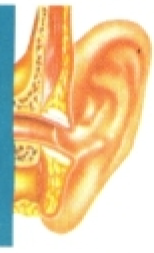
On the upper right is a section of the patient's body on which you will be working. Beneath that is a message box (it may not appear instantly) where words of encouragement, advice and scorn will appear from your two assistants. Next to it is a small bottle representing the current fluid connected to the patient's IV. At the left is the EKG and the anaesthetic machinery, and below is situated a tray and two drawers (currently closed) with all the instruments that are required to operate. At this point the anaesthetic is OFF and the breathing and heartbeat are regular. Keep your ears tuned to the EKG – if the pitch changes or if the constant beeping stops, you will have to turn your attention to the problem.

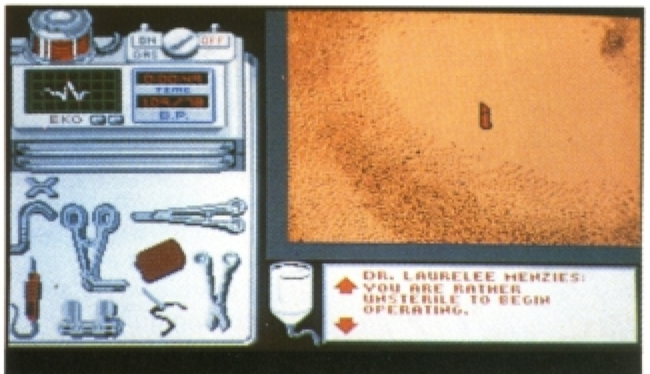
The two kinds of heart problem that you will encounter are PVC and Bradycardia. With PVC, the EKG will drop in pitch and the line will plummet and bounce back (consult your manual for a piccy). The cure for this is a quick injection of Lidocaine, conveniently already in a hypo in the bottom drawer (marked with an 'L'). It's easy to remember PVC because it looks like a 'V' on the EKG, if you see what I mean. Bradycardia shows a relatively flat EKG, (not to be confused with a Barclaycardia which shows a rather flat bank balance) and the beep will stop altogether – this requires an injection of Atropine marked with an 'A' and sitting next to the Lidocaine. Think of 'A' going with 'B' and you will easily be able to recall Atropine going with Bradycardia.

Once in a while, the patient's blood pressure will drop. This is guaranteed to occur if you accidentally forget to start the patient on IV blood before you begin cutting. If the heartrate does drop, put blood in the IV and quickly clamp and cauterize all bleeders. But if the rate drops to 50, immediately inject the patient with Dopamine (in the bottom drawer, marked 'D'). You only have one hypo of Dopamine, but unlimited supplies of Atropine and Lidocaine.

However, at this point the patient is still awake so you are unlikely to encounter either problem. So let's start. Open the bottom drawer (just click the fingertips on the end of the drawer), and open the top drawer. From the top drawer, click on soap to wash, click on gloves and click on the large bottle with the 'A' on it (this is antiseptic). Holding the button down, move the antiseptic cloth all over the skin – and try not to leave any unwiped areas. The area will be shaded with black dots to indicate where you have wiped. Return the antiseptic to the drawer, and pick up the sterile drape (the square folded cloth on the left). The cursor will change to a square. Now place this square all the way to the upper left corner of the abdominal window, so that the corner of the square fits neatly into the corner of the window (take care not to leave any visible area in between) and click. You should get a very thin, almost unnoticeable line around the abdomen – virtually no drape at all.

FACT! Your ears are the only part of your body which continue to grow throughout your entire lifetime.



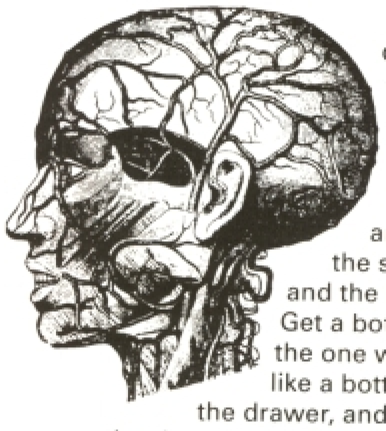


But I've never wanted to be sterile!

This is crucial, since you will need every available millimetre of space with which to operate. If the square cursor vanished slightly, then congratulations – you have been successful, as a comment in the message box may confirm.

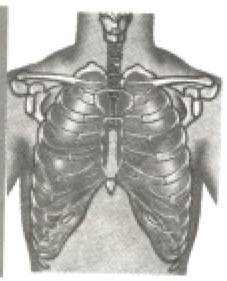
crystal tips*

*and Alistair



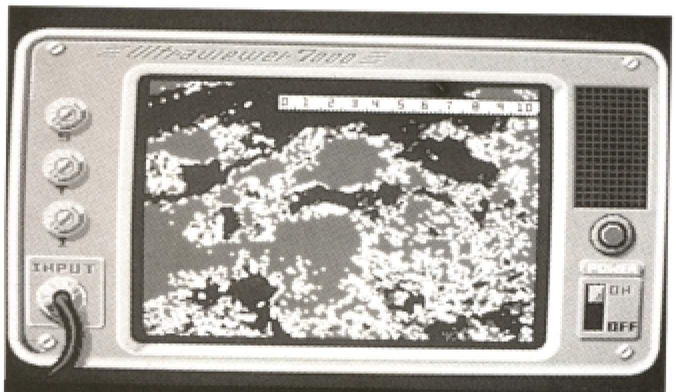
Close the top drawer and turn on the gas. Pick up the hypo labelled 'B' (the anti-biotics) from the bottom drawer, and move it over to the skin – click to inject and the hypo will vanish. Get a bottle of blood (it's the one which looks most like a bottle of blood) from the drawer, and click on the full bottle next to the message window – that bottle should change to blood. This will prevent the patient's blood pressure from dropping as you make your first incision. Close the bottom drawer and pick up your trusty scalpel...

FACT! The inner walls of the lung (once removed) could be unfolded to easily carpet a large living room and the downstairs loo as well.





"Doctor, Doctor, Doctor, Doctor, I keep thinking I'm a snooker ball."
"Well, go to the end of the cue, then."



Hmmm... nowadays these damn Game Gears get everywhere. I do wish they wouldn't play them in the operating theatre though.

You will be making a McBurney's incision (page 92 of Lindstrom's notes). From your point of view, you will be making a single, straight cut from the upper left corner of the abdomen to the lower right corner. Make the line as long as possible – this is also crucial because it determines the size of the wound you are creating, and you need a BIG wound to get at the appendix. So, start as close to the corners as feasible (without cutting the drape). Incision technique isn't easy; you will need to learn to cut as straight as possible while also cutting quickly (which helps to keep the incision nice and neat). Make an incision in the abdomen. Then drop the scalpel, pick up the forceps (lying horizontally above the scissors) and clamp a bleeder (the widening circles of red that will appear along the incision). As you clamp, you should hear a click and you will probably acknowledge a comment affirming the action. Another pair of forceps will have appeared; clamp all the bleeders. When all the bleeders have been stopped spreading, pick up the cauterizer (which looks like a soldering iron on the left edge of the tray) and click once LIGHTLY on each bleeder. You may need to do this two or three times on each, but eventually you will have cauterized them all. Next remove each clamp, one at a time, and using either sponge or suction hose (S-shaped), remove the blood.

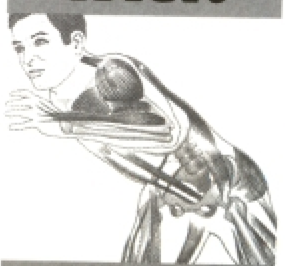


Pick up the skin spreader (the butterfly-shaped mechanism at the bottom of the tray), and click it on the incision. The skin will peel away and reveal a layer of subcutaneous fat. Hurrah!

All the while you will have hopefully been listening to the EKG and injecting the proper fluid when necessary. Also keep your eye on the bottle – when the blood is about to run out, put in a bottle of Glucose from the bottom drawer, but don't wait until the last minute.

Now do the same thing to the subcutaneous fat that you did to the skin – incise at the same angle, clamp bleeders, cauterize, remove clamps and wipe clean. Again be sure to go to the very corners of your incision, but be careful not to cut beyond the corners to the skin above. Retract the fat to reveal the Oblique Muscle tissue.

FACT!

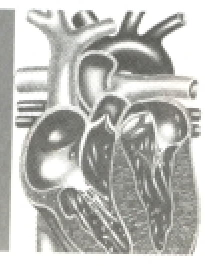


There are over 500 muscles in the body.

The Oblique Muscle (and the Transversus Muscle below) has no blood vessels. Cut the Oblique Muscle layer exactly the same way as in the last two layers. The next layer – the Transversus Muscle – is straited in the other direction. Do not cut at the usual angle – cut with the 'grain' from upper right to lower left. Keep making these incisions as long as possible. Retracting the Transversus will reveal the Peritoneum, through which you can vaguely see the Large Intestine (which covers the appendix).

This calls for very delicate incising. Unless you have version 1.03 of the program (or higher), you may as well flush everything it tells you about incising the Peritoneum down the toilet, because it is far better to cut diagonally from upper left to lower right with the scissors instead. Firstly, pick the spot where you are going to begin the incision. Take the scalpel and click once just at that point – this will scrape the Peritoneum but hopefully not cut it. Do not draw a line, simply click once and let go. Put down the scalpel, pick up the forceps and clamp them a pixel or two below where you have just scraped.
With the forceps in place, a large black dot should appear. Drop the scalpel, remove the forceps, pick up the scissors and start clicking. Make each click a little

FACT! The heart does *not* perform a double beat. The second beat is the sound of the first one echoing from the top of the head.

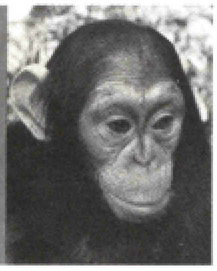


further down and slightly to the right of the previous one, but not too far or the program will think that you have started a new incision. Refrain from making your first snip directly on the black dot, instead chose a place slightly further down and to the right. Continue all the way to the lower right corner and use the skin retractor. And voilà! That is the Large Intestine covered with infected fluid (the black shading) that has just



In the comfort of his luxury BUPA room, George Michael suffers from acute abdominal pain.

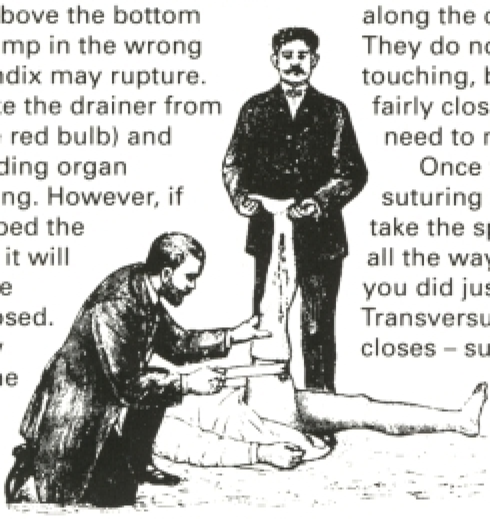
FACT! **The muscles of the jaw could exert enough pressure to support the weight of three adult chimpanzees.**



been uncovered. Provided that the previous incisions were long enough, the Caecum will flip up into sight. If the incisions are not as large as they needed to be, you will not be able to get to this area and you will have to abandon the operation. But let's hope for the best.

Open the drawer and take the roll of gauze. Click the gauze at the base of the Caecum, and the Caecum becomes packed and immobilized. Close the draw. I assume that you are still watching the IV and the EKG? Oh, well done.

Once again, click the fingertips at the base of the Caecum to expose more intestine. Click the fingertips at the base of this newly-uncovered intestine, and the appendix pops up, pointing to the right. Take a clamp – the L-shaped object from the centre of the tray. Clamp the tip of the appendix all the way to the right and just above the bottom edge. If you clamp in the wrong spot, the appendix may rupture. In this case, take the drainer from the drawer (the red bulb) and drain the offending organ before continuing. However, if you have clamped the thing correctly, it will be lifted and the underside exposed.

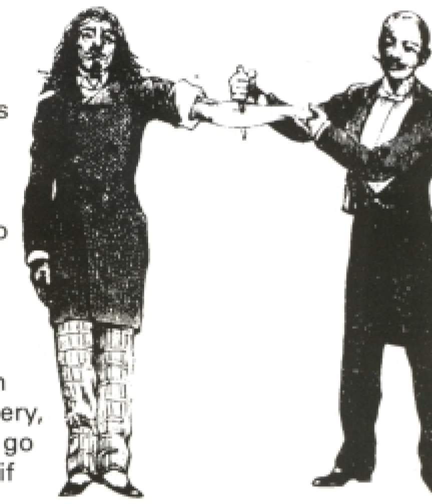


You are now going to nick the Mesoappendix Membrane. Pick up the scalpel. There should be a red line, or shadow, running the length of the appendix. You will nick, via a quick click, at a point slightly to the right and about a fifth of the way up that red line. If you mess up you will know it – you should have been shown in class the correct place anyway so you've only got yourself to blame. Assuming that you've got through this bit correctly, another black dot will appear with a small white dot in the centre. Replace the scalpel and exchange it for the needle and thread. Click once at the centre of that dot to suture the Mesoappendix Artery.

Get the scalpel. To sever and remove the artery and membrane, you click once directly on the long red shadow, a pixel or so below the bottom edge of the clamp. The clamp appears spread – use the lower of the two clamp ends as a reference point. Click just below that end, and the membrane vanishes. Now take another clamp and clamp the end of the long red shadow. Danielson should confirm that the LOWER clamp is in place. Take the needle and thread, click once between the two clamps, and a small 'purse string' suture should appear. Click the scalpel just above the suture – off it goes, the appendix is gone and all the clamps except one should disappear. Remove the remaining clamp and click the fingers on the Caecum to tuck in the wound. A small hole will appear on the Caecum – click the needle on that to make a Z-string suture across the hole. Put away the needle, and click the fingertips on the base of the Caecum. That will instantly remove the gauze and tuck everything back in place. You are ready to close!

To close each layer, pick up the skin reactor. Move it all the way to the right of the window – it will be almost entirely out of the screen. Put down the reactor, pick up the needle and place sutures along the closed incision. They do not need to be touching, but they should be fairly close together. You will need to make a lot of them.

Once you have finished suturing the Peritoneum, take the spreader and click it all the way on the right as you did just before. The Transversus Muscle layer closes – suture it the same way. Now close and suture the oblique layer and the subcutaneous fat layer. Close the skin layer, but don't suture it. Secure it with the X-shaped skin clips in the upper left corner of the tray. Put them close enough together to touch. Congratulations! That concludes the hard part. When the program evaluates the surgery, you will be told to go to medical school if your performance was not perfect. If it was perfect, you will be congratulated for having performed in an appendectomy and sent to medical school anyway! But now you will be promoted to deal with a different set of problems, and Appendectomies will become a thing of the past.



Phew, I'm glad that's over. I'll just take a breather before performing A... Aort... um... water please, nurse, hurry Ahh... SPLAT! *(Rich seems to have, er... passed out. Here's your P45, Mr Pelley. Ed.)*

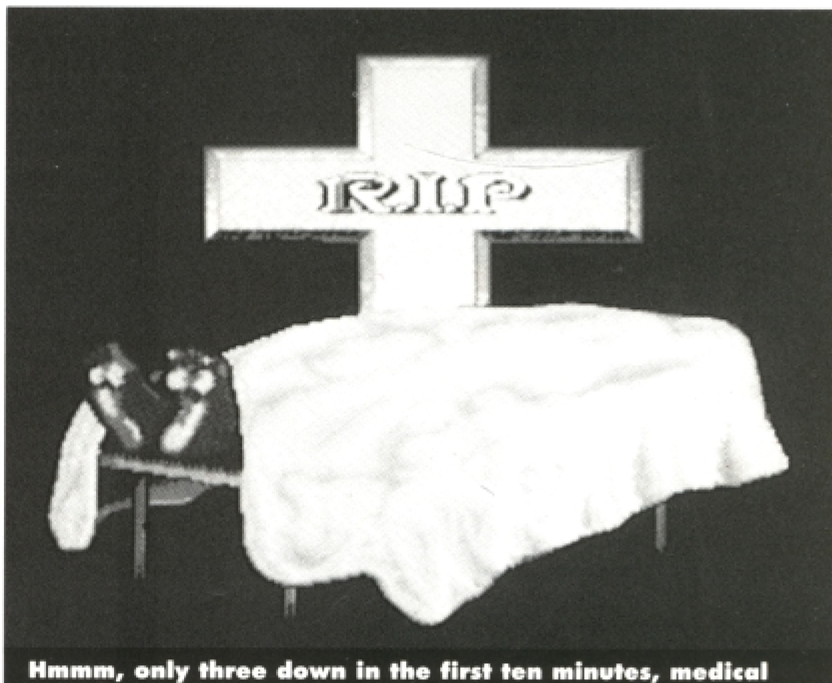
Um well, performing Aortal Aneurysm was obviously too squeamish a task for Rich to even contemplate, so we'll leave him on the floor and get on with business. First a heart-felt thank you to Lee Singleton of Mindscape for providing us with these tips (and ridding us of Rich). Lee also points out that if any ZERO readers are having trouble trying to finish off *Life And Death*, they can always phone him up on 0444 239 600 and have an exclusive conversation with him in person. Thanks, Lee. We owe you one.

FACT!



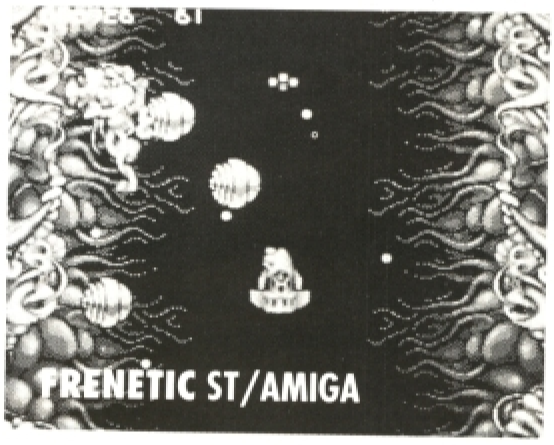
Napoleon Bonaparte was frightened of cats.

STOP



Hmmm, only three down in the first ten minutes, medical school is certainly working wonders.

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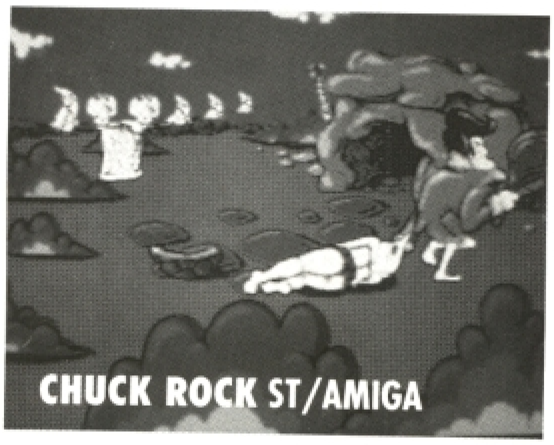
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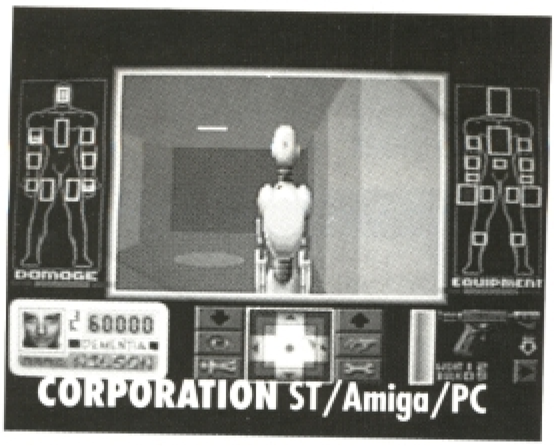
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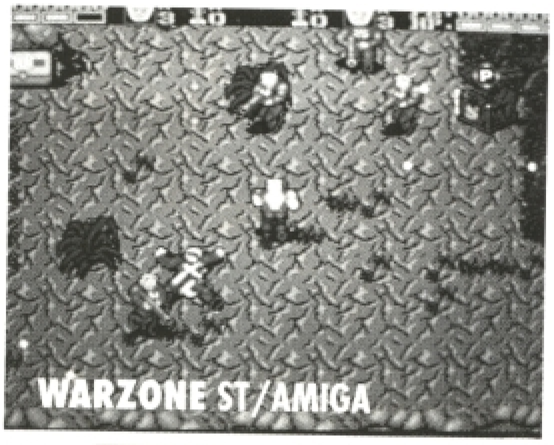
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WARZONE ST/AMIGA

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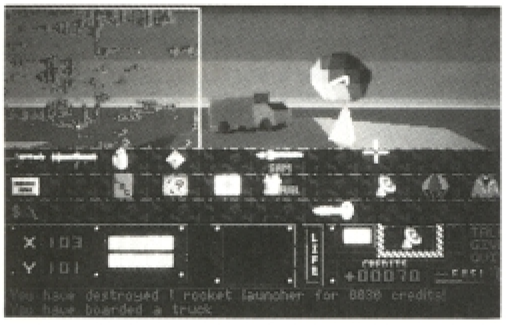
GUTLESS GULLY

Hello there, and welcome to the only page of ZERO actually guaranteed to give you loads of cheats, codes and useful information on all your favourite games.

HUNTER

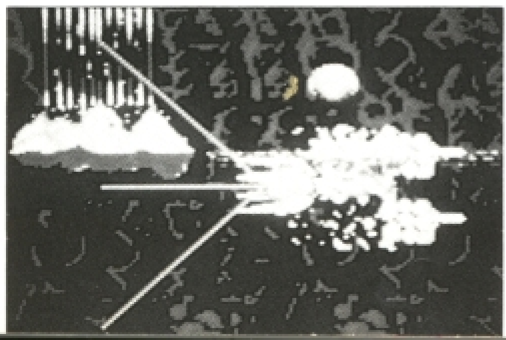
First up, here's a few helpful co-ordinates to bung in your log book, courtesy of *Oliver Silvester.*

SECURITY PASS: X: 90, Y:153
MASTER KEY: X:164, Y:169
OLD MAN: X:181, Y:197
SECOND MAN: X: 99, Y: 61
THIRD MAN: X:195, Y 119
PROFESSOR: X: 49, Y:115
PRISONER: X:135, Y:239
INJURED MAN: X: 10, Y: 36
ANTIBIOTICS AND SAW: X:151, Y:1210
MONK (IN TREE): X: 85, Y:174
DISC: X:100, Y:225
COMPUTER: X:244, Y:199
GENERALS': BUNKER X:135, Y:239

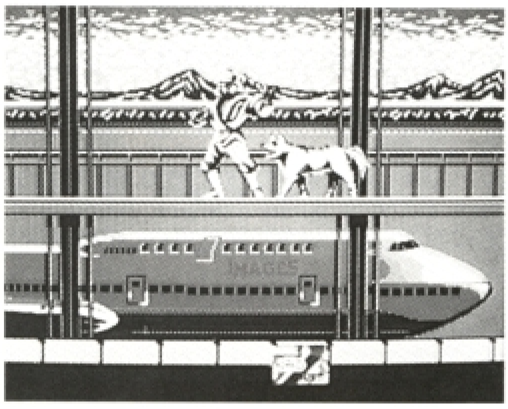


R-TYPE II

I cogitated with myself for hours regarding whether or not to print this cheat. I mean, *R-Type II* is such a good game that surely a cheat would completely ruin the game for everyone. But then I remembered that Gutless Gully completely ruins the game for everyone every month, so I figured "what the heck". But, in case you're still having fun battling away with it and don't want to know, here it is cunningly printed backwards, Mike Gerrard style:
?TI T'NSI, SSENSIUB SDRAWKCAB SIHT LLA, NUF ?EMORDNILAP A DELLAC SI, 'ROTATOR' SA HCUS, SDRAWKCAB SA SDRAWROF EMAS EHT SDAER HCIHW ESARHP RO DROW A TAHT WONK UOY DID, YLLATNEDICNI. ESUAPNU DNA, (ERUS ETIUQ TON ER'EW, 2F EB DLUOC TI RO) 1F SSERP, ESUAP



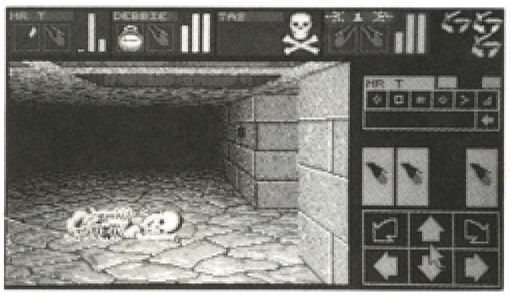
SHADOW DANCER



Shadow Dancer wasn't a particularly awe-inspiring game, so at least I won't feel so guilty about giving you the cheat to this one. Once started, type 'GIVE ME INFINITES'. Hopefully, you will then be given infinite lives.

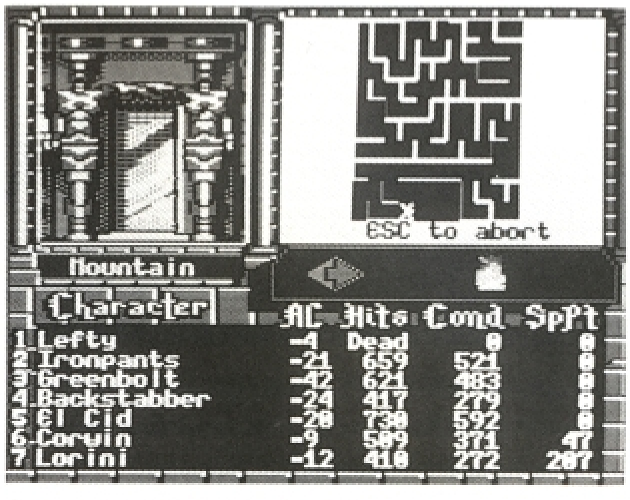
CHAOS STRIKES BACK

Congratulations to **Matt** 'Trainspotter' **Wrigglesworth,** who was the first to notice our little April Fool joke in the September issue. I am, of course, referring to the *Chaos Strikes Back* cheat which, (thanks a bunch to whoever sent it in) was just cribbed directly out of ST Action (where, rather embarrassingly for us, it had been printed as a rather pathetic



joke in the first place and therefore didn't work at all!)

Ahem. So here's a cheat that actually will work for ST people. Simply copy the file MINI.DAT from the Utilities Disk onto a blank disk and rename it CBSGAME.DAT. Then load *Chaos* and load the newly-created file as if it was a saved game. You will now have a set of extremely strong charcters, which the programmer apparently built himself. *Merci beaucoup* and all that to **Kingley Hollis** for that one.



BARD'S TALE II

Okay, so *Bard's Tale II* is an adventure game, and okay, so there was a cheat printed for it two issues ago in *Adventures,* but hey! Who's complaining? Well, **Iain Shadwell** is actually because he reckons his cheat's loads better. Here's what to do...

1. Copy your Character Disk so that you've got your characters saved on both disks.
2. Start the game, give all your gold to one character and then save your party.
3. Exit the Adventures Guild and then re-enter using the back-up Character Disk.
4. Give the gold to another character and then remove the character who HAD all the gold.
5. Exit the Adventures Guild again and re-enter using the original Character Disk.
6. Add the missing character and (*drum roll...*) he still has all the gold you gave him and the other gold as well.
7. Repeat from step 2.

STOP

GIMME, GIMME

An occasional series lauding the way readers subtly hint that they should receive a prize. First off...

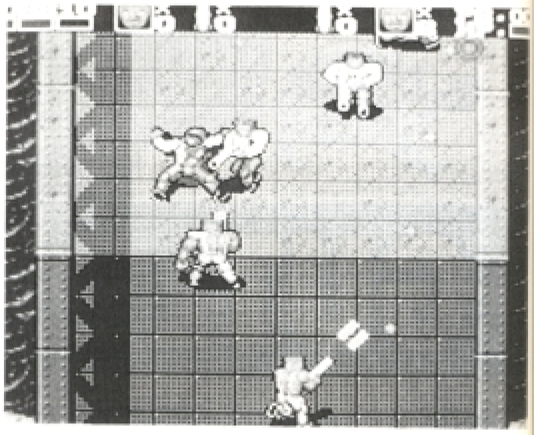
Adam Dubock: "By the way, I've got an Amiga. *Final Fight* and *Whirlwind Snooker* look like good games, don't they?" And what's worse is that the only useful item he sent in was the final level code for *PP Hammer* (which is IERBDSGD). Pathetic!

TIP ME OFF!

If you've got any solutions, tips, cheats, gamesnags or How To Do Its cluttering up your bedroom which you're not quite sure what to do with, then allow me to make a suggestion. Take an envelope, write: R Pelley, ZERO, 14 Rathbone Place, London W1P 1DE on the front, place in the offending item(s), stick a stamp on the front and deposit in a letter box. I'll be happy, you'll be happy and, well... we'll all be happy, won't we? Get to it!

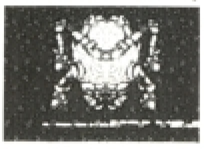
IMPROVE YOUR HEX LIFE!

John North rounds up another bunch of cheat codes for serious shandy-swillers to chuck in and muck about with. Typing fingers at the ready? Okay, run 'em...



Warzone assistance for shandies.

ANARCHY (AMIGA)



First up is this little block of code from **Simon Parker** of Carshalton in Surrey, which gives infy energy. Simon wanted me to say a big "Hi!" to everyone at Lloyds in Croydon, but I won't because I'm funny like that.

```
10 REM Anarchy by Simon Parker
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 121
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01529773 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
2C78,0004,7A40,E98D,7C30,7202,7006,E188
90 DATA
4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
100 DATA
4680,67F4,4680,49ED,0048,38C5,429C,38C0
110 DATA
93C9,4EAE,FEDA,28C0,288C,294C,0008,589C
120 DATA
4294,49ED,000E,1B7C,0005,0008,486D,0040
130 DATA
28DF,3886,41FA,008A,7000,2200,224D,4EAE
140 DATA
FE44,4A80,66B2,224D,4BED,0100,41ED,FF24
150 DATA
337C,0002,001C,20C5,20CD,4290,3346,0012
160 DATA
4EAE,FE38,41FA,000A,2B48,0080,4EED,000C
170 DATA
43F9,0007,0290,237C,6000,01AA,FE54,41FA
180 DATA
000C,700C,6122,4EF9,0007,0000,611A,2449
190 DATA
41FA,001E,43EF,03E0,237C,6000,03C4,FC3A
200 DATA
7003,6104,224A,4ED7,22D8,51C8,FFFC,4E75
210 DATA
31FC,4A69,54FA,31FC,4A79,428E,4EF8,1100
220 DATA
7472,6163,6B64,6973,6B2E,6465,7669,6365
230 DATA 0000,0000
```

GODS (ST)

Been yonks since I published an ST routine, hasn't it? This one, from **Mike Watson** of Edinburgh, gives any shandy-drinking *Gods* player infy lives. Just chuck it in and run it, then execute the GODS file it creates from Desktop.

```
10   REM GODS INFY LIVES BY MIKE
WATSON
20   T=0:OPTION BASE 1:DIM
A%(1024):CHEAT=VARPTR(A%(1))
30   REM DEF SEG=0:REM REMOVE
REM IF OLD BASIC
40   FOR X=0 TO 0302 STEP 2
50   READ B$:B=VAL("&H"+B$):POKE
CHEAT+X,B:T=T+B
60   NEXT X
70   IF T <>&H01C09CF THEN PRINT
"ERROR":STOP
80   BSAVE "GODS.PRG",CHEAT,0302
0091  DATA
601A,0000,0110,0000,0000,0000,0000,0000
0092  DATA
0000,0000,0000,0000,0000,0000,42A7,3F3C
0093  DATA
0020,4E41,5C8F,4FF9,0008,0000,487A,00C6
0094  DATA
3F3C,0009,4E41,5CA7,3F3C,0008,4E41,54A7
0095  DATA
41F8,04C6,2F10,2050,3F3C,0001,3F3C,0000
0096  DATA
3F3C,0000,3F3C,0001,3F3C,0000,42A7,4850
0097  DATA
3F3C,0008,4E4E,4FEF,0014,205F,4A80,6BD0
0098  DATA
46FC,2700,317C,4E4A,00CE,21FC,0007,FF00
0099  DATA
00A8,43FA,0016,45F9,0007,FF00,203C,0000
0100  DATA
005A,14D9,51C8,FFFC,4ED0,33FC,4E4A,0002
0101  DATA
F938,41FA,000C,21C8,00A8,4EF9,0002,F800
0102  DATA
31FC,4E4A,0444,41FA,000A,21C8,00A8,4EF8
0103  DATA
0140,23FC,0000,05DC,0000,B504,23FC,0000
0104  DATA
0000,0000,D87A,23FC,0000,0000,0000,FEDE
0105  DATA
23FC,0000,0000,0001,1014,11FC,004A,3F3C
0106  DATA
4EF8,0140,1B45,494E,5345,5254,2047,4F44
0107  DATA
5320,4449,534B,2049,4E54,4F20,4452,4956
0108  DATA
4520,410D,0A41,4E44,2050,5245,5353,2041
0109  DATA
4E59,204B,4559,2E0D,0A00,0090,0000,0000
```

WARZONE (ST)

Another ST routine? On the SAME PAGE? Spook! Run this second program from **Mike Watson** to create a file called ZONE.PRG which you can then execute from Desktop.

```
10   REM WARZONE INFINITE
LIVES,ENERGY & SMART BOMBS BY
MIKE WATSON
20   REM WHEN RUN WILL CREATE A
FILE CALLED 'ZONE.PRG'
30   T=0:OPTION BASE 1:DIM
A%(1024):CHEAT=VARPTR(A%(1))
40   REM DEF SEG=0:REM REMOVE
'REM' IF OLD BASIC
50   FOR X=0 TO 328 STEP 2
60   READ B$:B=VAL("&H"+B$):POKE
CHEAT+X,B:T=T+B
70   NEXT X
80   IF T <>&H01A9F81 THEN PRINT
"ERROR":STOP
90   BSAVE "ZONE.PRG",CHEAT,328
100   DATA
601A,0000,0128,0000,0000,0000,0000,0000
110   DATA
0000,0000,0000,0000,0000,0000,42A7,3F3C
120   DATA
0020,4E41,5C8F,4FF9,0008,0000,487A,00CE
130   DATA
3F3C,0009,4E41,5CA7,3F3C,0008,4E41,54A7
140   DATA
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```

A couple of ST routines this month – makes a nice change, doesn't it? They earn hacker *extraordinaire* Mike Watson from Edinburgh a nice game or a T-shirt or whatever works out to be cheapest to send. If you fancy the same, send your listings and disks to me, Jon North, at IYHL, ZERO, 14 Rathbone Place, London W1P 1DE. Byee!



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THE LAST SUPPER

Still stuck on our exclusive *Cadaver* adventure, the one that was stuck on the front of September's issue? Well, fret no longer – Steve Kelly and Phil Wilcock of the Bitmap Brothers are about to hit you with the full solution!

★★★ ZERO ★★★
COMPLETE SOLUTION

ENTRANCE HALL: Pick up your diary. Pull the open barrel and put it under the dripping pipe. Wait until it fills and a casket floats to the top. Open the casket and get the scroll (Reverse Spell) and the iron key. Insert the iron key into the keyhole. Move north.

GUARD ROOM: Find the small key under the skull and get it. Press the button on the west wall, but leave the gem for the time being. Move east.

KITCHEN: Get the cash and open the chest. Get the three gems and search the mouth. Move north.

SANCTUARY: Open the chest and get the two potions (Strength and Cure Poison). Return to the Guard Room.

GUARD ROOM: Pick up the gem and quickly drink the Cure Poison Potion. Return to the Sanctuary. Move east.

DINING HALL: Jump on the table and get the chicken leg. Stand next to the post. Drink the Strength Potion and move the wooden post so the platform knocks the green casket to the floor. Open the casket and get the scroll (Dispel Trap Spell). Cast this spell on the grey strongbox. Open the strongbox and get the orb (Sleep Spell). Return to the Kitchen.

KITCHEN: Give the chicken leg to the magic mouth. This tells you that you must awaken the eyes to progress. Return to the Dining Hall.

DINING HALL: Drop the Sleep Spell and cast the Reverse Spell on it. This will change the Sleep Spell into an Awaken Spell. Get this spell, hold and cast it to awaken the eye and unlock the east door. Move east.

DRINKING ROOM: Drink the full tankard and get the small silver key. Collect all the loaves of bread. Move east.

GUEST CHAPEL: Jump on the altar and the wand will disappear. Search the tapestry and pull the lever that is revealed. You must collect the three gems that now fall, one by one, from the ceiling. Return them to the altar and drop them thereon. However, if the gem sparkles while you are on the floor, you lose energy. Use a combination of timing and other clever techniques to reach the gems and return to the altar.

Once all three gems have dropped onto the altar, an orb will appear (Reveal Spell). Hold and cast the Reveal Spell to reveal the wand (Lock Door Spell). Cast the Reverse Spell on the wand to change it into a Unlock Door Spell. Get this wand and hold it. Don't forget to open the big grey strongbox and get an Awaken Spell. Cast the Unlock Door Spell on the south exit. Move south.

COURTYARD: From here, you can explore the rest of the courtyard by travelling south or west, but this is not necessary to complete the game. It will provide you with a number of bonuses and the odd smile. Move east.

HOBSON'S CORNER: Nothing here. Move north.

EAST LANE: Cast the Awaken Spell and move south through the middle door.

STOCK PEN: Here, you must recover the gold key. To do this, you need one slime monster, several loaves of bread and some accurate throwing.

First, throw a loaf of bread through the gap in the bars opposite the gold key. Pull the lever to release the slime and return to the location from where you threw the bread. The slime should eat the loaves and move towards you, pushing the key for you to retrieve.

Now drop a loaf of bread (the reason for this will become obvious later). Insert the key in the keyhole move north and move south through the bottom door. Cast Dispel Trap Spell onto the strongbox. Open the chest and get the orb (Awaken Spell). Cast the Awaken Spell and return to the other side of the bars. Move south.

ROAST PASSAGE: Pull the lever and jump onto the grey platform. Jump over the grey bar and pull the second lever. Move west through the high door.

COURTYARD: Stand and admire the dancing mushrooms and try to work out how to retrieve the crown. When you tire of this ... move north.

COURTYARD (2): Run across the bridge and run and jump back as the bridge disappears. The poison flask will drop to the ground and smash. The spider will drink the poison, die and magically remove the bars. Go and get the potion (Immortal) and the key. Return to the Roast Passage.

ROAST PASSAGE: Drink the Immortal Potion, jump onto the spikes, insert the gold key into the keyhole and move to the south wall – there is a hidden door you can exit by.

GUESTS STORE: Open the wooden chest and pick up the slime. Cast Dispel Trap Spell on the grey strongbox and open it to get the cash and the orb (Summon Monster). Search the skull to get a scroll (Translate). Move west.

STORE ROOM: Pull the stacked barrel to the end of the row of barrels. This should be positioned so that, should the wooden block fall, it will be stopped by them. Pull the lever and the block will fall, unlocking the door as it does so. Move west.

SOUTH HALL: Pull the lever. Drop the slime near the grey bars – he will now go and collect the key. However, when he touches it, the bars drop, trapping the poor creature within. Cast the Summon Monster Spell to recover him. Search the slime to get the key, insert the key in the keyhole. Move north.

NAMELESS ROOM: Climb the stairs, touch the gem but do not pick it up. Collect all the potions that appear and then get the gem. Give the water to the mouth on the wall. Move north.

COURTYARD: Cross the flail using any method you can. Move north.

TOWER: Climb the stairs, move up.

UPPER CHAPEL: Use the Translate Spell to work out the relationship between the gems and the shrines. Place each gem on its correct shrine. Drink the blood upon the altar, drink the Super Fast Potion. When the casket falls from the roof, open it and collect all its contents, go down stairs. Move down.

TOWER: Cast Freeze Spell on the slime monsters and pull the two levers on the north wall. Exit through the door on the west wall. Move west.

COURTYARD: Move west.

PORCHWAY: Insert the key in the keyhole and pull the lever. Move west.

ENTRANCE HALL: Move west.

PIT: Drink the Cure Poison Potion. Wait. Unfortunately the floor gives way beneath you and you plummet to a well-deserved death. You have finally been defeated by the heir of Dianos. There is no escape.

KARADOC THE DWARF IS DEAD.

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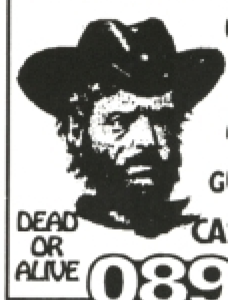
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HEDGEHOGS IN SPACE

Some people say *Mike Gerrard*'s always off in outer space, and this month's no exception. He takes us on an astral jaunt through Sierra's *Space Quest IV*, and drops a few hints on achieving take-off in the earlier *Space Quests*...

SPACE QUEST IV: The Solution

And they said it couldn't be done! What? Well, I don't know – I wasn't there when they said it. Meanwhile, back in the ZERO adventure section, it's time for me to reveal all... steady on, stop pushing at the back there, let go of my Y-fronts and let me finish... time for me to reveal all the secrets behind *Space Quest IV*, thanks to **James Norwood** of spooky old **Telford**. He finished the game in two shakes of a lamb's tail, which could be a pretty long time, if you take into account the fact that you've got to catch the lamb in the first place (and at this time of year, that means hanging about for several months till next spring). Then you've got to chase the little bleater around the field, avoiding the attentions of its concerned mum, who'll be trying to butt you up the bum... and even when you've caught the lamb, you've got to stop it wriggling long enough for you to reach behind and grab its tail... and just think of the consequences if you missed and grabbed its dangly bits instead! Cor blimey, it hardly bears thinking about.

Ahem... where was I? Oh, yes... James Norwood and his amazingly speedy solution to Sierra's rather ripping game, *Space Quest IV*. In his very own words, it goes something like this:

Let's start at the beginning. Now for all you honest Sierra game players who have actually got the original version of the game, you can just look in the Space Piston book and follow the walk-through section on pages 8 and 9.

IN THE SEWERS

When you're in the sewer room, Go over to the table and Get the jar. Then Look under the pad on the table and Press the button that you should find there. When the picture slide show has finished, Go over to the big contraption to the left of you and Turn the handle. The door should open, so now Go inside.

You are now in the sewers below Xenon. Move to the left-hand side of the sewers and Move down. Something that resembles (*Yukky comment deleted. Mike.*) will start to follow you, so let it follow you down to the bottom screen, then Wait till it gets near you and Use the jar to scoop it up. Then quickly Get out of the way and Wait till the slime has gone. Go from here to the ladder and Climb up. Now Go to the screen on the left and here you will come across a spaceship. Climb into the landing gear.

MAIN COMPUTER

It would be wise to save the game now, as the next bit is tricky and may take you a few attempts. Go to the right hand screen and a time pod should appear.

SPACE QUEST I

In the first section, on the spaceship: walk left through three rooms till you SEARCH MAN and TAKE KEYCARD, then walk right through two rooms to the library. Wait here till the man enters, then LOOK MAN, LOOK COMPUTER, LOOK SCREEN. The reply is ASTRAL BODY. After the computer has retrieved the cartridge, GET CARTRIDGE then go left and take the lift down, then right and take the lift down again. LOOK PANEL and PUSH BUTTON. GET GADGET from the wall at the back on the left, and GET SPACESUIT from the wall at the back on the right. Walk left to the next room and LOOK PANEL, then PUSH PLATFORM. Walk to the left-hand side of the pod, ENTER POD, CLOSE DOOR, WEAR BELT, PUSH POWER, PUSH AUTO NAV and PULL THROTTLE – all of this must be done in as quick a time as possible. Now off you go to the planet, but be back in time for tea...

SPACE QUEST II

When in doubt, there's always one thing to do in any adventure game. and that's to wait until your broom flies away. The start of *Space Quest II* is no exception, and then you enter the ship. Put on your normal clothes (nothing pervy), and get everything from your locker. When you're in the wood, push the button in the ship. Search the guards and take the keycard. When the guard comes, walk behind a bush so that he can't see you (what a silly old sausage). Then free the pink creature hanging on the tree. (Thinks: what a great slogan that would make. FREE THE PINK CREATURE HANGING ON THE TREE! We could form a committee... bagsy me to be treasurer... ahem, meanwhile...) Fill in the order form and put it in the mailbox. Get the whistle. Get some of the spores. Look, don't be a pillock all your life, they're the blue thingies on the ground, okay? Now walk to the berries and get them, then go down to the river and rub the berries all over your body. Mmmm... nice, innit? Now you can walk into the river and the monster will spit you out. Walk to the middle of the river till you reach a spot where you can't stand any more. (Oh, I just can't stand any more!) Then take a deep breath and dive... And there I shall leave you, till the next lot of clues on this game.

Quickly Get into it. When you are in the time pod, Enter any combination you like, but remember what you entered. If you don't, you won't be able to get back. It's best to try lots of different code letters, not all the same ones.

SPACE QUEST X

When you land, Get out of the time pod and Walk around the place. If you want to Go left, then you'll see something down that path, so Go back to the time pod and Take the path near it. A large bird will now come along and pick you up. (*This kind of thing never happens to me. Mike.*)

When you're in its nest, Wait until one of those nasty guards drops in, then Search him and you'll find a piece of paper. You can Open it up if you like. Now Go over to the hole in the nest and Use the hand icon to go through it. You should now come across some very lovely ladies, so do as they say and Get into the sub.

When you get to the hide-out, Sit back and Wait until a slug turns up. He will try to eat you, but what you should do is Press the button that activates the lasers on either side of the chair. When you've done this, Get one of the oxygen tanks and ram it into the slug's mouth.

SHOPPING CENTRE

Pick up the card that the girl's dropped, then Get on the walkway. Go to the men's clothing shop and Talk to the droid there. When you've got your new clothes, Pay the man. Next Go to Mamolith Burgers and Ask the pig there for a job. You can do the arcade bit if you want to, but it isn't compulsory.

From here, Go back to the place where you came into the shopping centre and Get the cigar. Now Go to the cash machine, which stands next to the software shop. Use the card you picked up in the machine. It won't work. Now Go to the ladies' clothes shop and Talk to the droid at the desk – she should give you some clothes. Pay for them and Go back to the cash machine – now you can Use the card and Get some money out. Go into the software shop and Look into the bargain bin to Get the *Space Quest* hint book, which should be under the other software. Pay for the book and then Look at it. Use the stick icon to reveal the answers.

Go from here to Radio Shock and Look at the catalogue. Look at the electrical gadgets and Go through them till you come to the adaptor for the pocket pal. Get the adaptor which is at the bottom right of the screen.

Now Go back to the ladies' clothes store and into the changing rooms. You should get dressed. When you have completed this, Go to the arcade. Go over to the Ms Astro Chicken and Insert a buckazoid. Play the game as many times as you want. After a number of goes, the game will blow up. A time pod should appear. When the soldier comes after you, just Leave the screen and Go to the zero gravity skate place. Go to the top of this and Wait for the guard to come after you. From here, Dodge them and Go back to the arcade. Get into the time pod.

To work out where to go, Take the codes that are in the hint book and Type them out. Then, after those, Type in the code that is written on the piece of paper you found.

SPACE QUEST I

Go to the bar, where you'll come across some very nice people. So when you've been kicked out, kick over the bikes. You won't be very popular, but go back to the bar and, on the way there, jump out of the way of the biker. In the bar, get the matches from the bar table. Now go back to the time pod – but you'll have to jump out of the way of the bikers again. When you're in the time pod, go back to the start of the game.

START OF THE GAME

Go over to the far right-hand screen. Use the acid on the door lock. Then, when you're in the tunnel, Use the matches on the cigar. This should show you where the lasers are.

Now Go to the bunny, Look at it and Take the battery out of it. Put the battery in the computer. Look at the panel on the wall and just Type in any number you like. The best way to get the lasers in line is simply to experiment. I found that using 100 each time sometimes works.

When you've managed this, Go to the room to the north. You'll now be in the main computer. Wait till the droid appears from the left, and then Go back to the previous screen. Go back to the main computer. By now you should have given the droid the slip. Go from here down the left hand path until you come to a room with another control panel. Then Use the numbers given in the hint book to Open the door.

Go into the next room. You should now be given a screen with lots of objects on it. Move all the objects onto the toilet, but not the *SQ4* one. Now Leave here and Go to the main computer. If you can't find your way there, Use your computer with the sockets that are around the place.

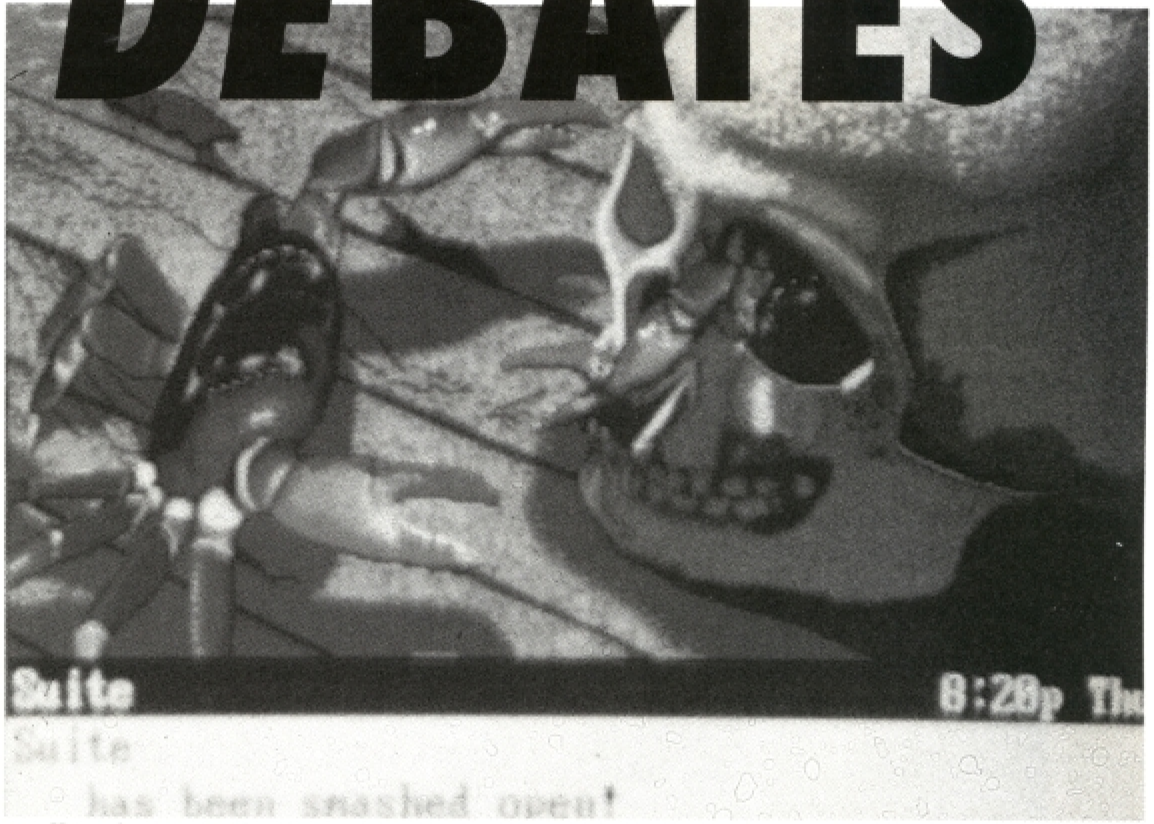
When you get to the main computer to fight with Vohal, Move your man with the cursor keys or joystick. Move to the middle of the platform to fight, and after a while you should be able to get him into the middle of the screen. When you've done this, Go down the ladder. When you come back up, a disk will be in your inventory. Click the disk icon on the disk drive. When the picture of the screen appears, Click on Upload beam, then Upload disk, then Use the arrows to change the arrow to Roger Jnr and Click on Download beam. You have now downloaded Vohal and finished *Space Quest IV*. Phew!

STOP

SPACE QUEST III

After leaving your ship, walk south, then east and get on the elevator. When you're on your way to the terrible machine, get up and jump. Phew, that was close! Now walk east until you reach the control room with a vehicle. Enter the vehicle and go to the place where you started your quest. Drop the grabber and grab the dropper... I mean grab the warp motivator. (You never know when you might want to motivate a warp). Now go to the location where you can see a large ship lying on the floor, and drop the grabber – which you didn't really drop in the last paragraph after all – into the opening on the ship. Go back into the control room and walk into one of the large openings. You're now in a room with lights, connected by a red wire. Follow the red wire to the left and get the reactor out of the hole in the left wall. Leave the room. Go to the place where you found the warp motivator then go east and you will be attacked by a large rat. (Tee-hee – that'll teach you to follow people's solutions mind-lessly!)

BOB DEBATES



Spellcasting 101: just 'cos you're dead, thats no reason to get crabby.



***Mike Gerrard* unshackles himself from his PC to interview a real live person – Bob Bates, master adventure games writer and president of his own games company, Legend Entertainment.**

You are the Man With The Beard, intrepid adventure writer for the justifiably famed ZERO magazine. You are carrying a tape recorder, blank tape, spare blank tape, batteries, spare batteries, spare spare batteries, two biros, notebook, list of questions, executive duffle bag, toy portable phone, sticky-back plastic, pair of blunt scissors, pen and pencil set, bus pass, a giant-gize peppermint Aero and a note.

EXAMINE NOTE

It says "Legend's President Bob Bates is in town. Do two pages by Tuesday." It is signed "The Ed."

YIKES!

A popular feature towards the rear of the excellent ZERO magazine.

FIND BOB BATES

After a great deal of trouble, which your Editor will not appreciate, you track down Mr Bates in west London.

EXAMINE BOB BATES

He is dark, well-dressed, good-looking, friendly, a talented adventure writer and president of a successful American software company.
You hate him instantly.

ASK MR BATES ABOUT WORKING FOR INFOCOM

That's a long story but basically I started my own company to write adventure games, back in about 1986/7 maybe. I wanted to write the kind of games that Infocom wrote, so I called them up and said I was interested in licensing their development system from them. So they said: "Well, let's talk about it, what kind of things do you want to write?". So we talked back and forth and they said: "We really like those game ideas, why don't you write them for us?". So instead of doing them for my own company back then, I worked full-time for Infocom as a games writer. I was the only outside writer. I wrote games from my base in Washington DC. When Infocom moved away, I started Legend – we're still based just outside Washington DC in Chantilly, Virginia.



***Spellcasting 101*: the recipe for success in this game (if you want to score – ho ho) is a cross between Woody Allen and Paul Daniels.**

ASK MR BATES WHAT WERE HIS GAME IDEAS THAT INFOCOM WAS KEEN ON

They were actually for a series of games based on what I called the Immortal Legends, and if you look at the box for *Sherlock: The Riddle of the Crown Jewels*, you'll see that it's the first in what's called 'The Immortal Legends Series'. I wanted to take well-known characters from the public domain – meaning we didn't have to pay licensing fees, of course – who had evocative environments that surrounded them and an interesting cast of characters around them.

The three that I was interested in doing right off the bat were *Sherlock Holmes, King Arthur* and the third one – which we never got round to doing – *Robin Hood. Sherlock* has Victorian London as a very evocative gas-lit environment, fog-shrouded and all that; *Robin Hood* had Sherwood Forest and *King Arthur* had Camelot. So each of them had their environment and they each had their well-known cast of characters. *Sherlock Holmes* had Dr Watson, Professor Moriarty, Inspector LeStrade and the Baker Street Irregulars, *King Arthur* had the Knights, Guinevere and Merlin, and *Robin Hood* had Friar Tuck, Little John, the Sherriff, Maid Marian and so on.

I thought that from a marketing point of view they were characters who already had a following and therefore they would have a built-in market. They

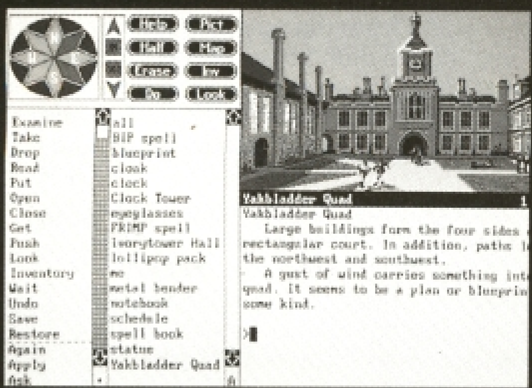
were also characters that I'd been interested in all my life, so I wrote *Sherlock* first, then I wrote *Arthur*... and then the company went away.

ASK WHAT HAPPENED TO ROBIN HOOD

Robin Hood I put on hold, because of a very peculiar twist. It seems kind of petty when I think about it now, but in the adventure game world you have a great amount of dealing with objects that have the same names. Like you have two briefcases there and you say "Pick up the briefcase", the game always says "Which briefcase do you mean, the red briefcase or the brown briefcase?". It has to, if the player hasn't specified which one, and the problem in the *Robin Hood* game was that you had to give them a quiver full of arrows, and the code to manage a quiver full of arrows was frightening. You wind up saying, "Right, which arrow do you mean, the arrow with the missing feather or the arrow with the nicked tip, the one with the wood shaft?" That's just in Robin Hood's quiver, and Little John's got a quiver full of arrows, so... It seems like a petty thing but it's a real problem in writing the game. The alternative is to limit the number of arrows to maybe



Legend's fab new sequel, *Spellcasting 201: The Sorceror's Appliance.*



five or six, and that just didn't seem legitimate. If the truth be told, I didn't devote a great deal of attention to that because... well, the company went out of business and when it came time for me to write my first game for Legend, I didn't want to continue in that same vein, so that's when I came up with the idea for *Time Quest.*

ASK ABOUT *TIME QUEST*

It's a time travel adventure, it covers six cities and nine years that span a 3,000 year time period. I mean, there are nine specific years you can visit, and the first and last are separated by 3,000 years. The basic premise is that there's a bad guy who's a member of the Temporal Corps who's stolen a time machine and gone back in time. He's going to destroy our current civilisation – the year of the game being 2090 – by changing events in past history and seeing how they work their way forward and watching how they come to destroy our civilisation.

That came out in June in the States and will be published here by Micro-Prose, but it won't be out in the UK for another few months yet – though I just saw a couple of copies in a store in Oxford Street! (*And we reviewed it two months ago! Ed.*)



Will you meet Churchill or Cleopatra? The choice is yours in the historic *Time Quest.*



ASK BOB BATES WHAT HE HAD BEEN DOING BEFORE WRITING FOR INFOCOM

I was working as a freelance writer, doing magazine articles and so on... hence the attraction of getting into a real job, which actually this has not turned out to be. When Infocom went away, I thought "Oh no, looks like this time I'm going to have to go out and get a real job," but Legend hasn't turned out to be a real job either, it's too much fun.

ASK MR BATES WHAT HIS PLAN HAD BEEN WHEN STARTING LEGEND – TO DO JUST ADVENTURES, BUT BETTER THAN HAD BEEN DONE BEFORE?

Well... yeah, though I don't know that I can claim they're better. The Infocom material is legendary. We certainly wanted to try to do the best games we could, but with an interface that was very much easier to use, with state-of-the-art graphics and with good sound, good musical scores. So we have great musical scores for Roland, Adlib and Soundblaster boards.

We also have the Real Sound sound effects that come through the PC speakers. We felt that Infocom clearly had the best adventure games on the market, but they lacked somewhat in features – so we tried to do games that we hoped were going to be as good as Infocom but adding the features that the market wanted as well.

ASK HOW *SPELLCASTING 101* CAME ABOUT

Well, when Infocom was disbanded I started Legend to try to do the kind of games that we did at Infocom, but with much better graphics, full sound-board support and with an interface that was a little friendlier than what we did at Infocom, which was typing only. I knew Steve Meretsky from when we both used to write games for Infocom, so when I started Legend I called Steve and said: "This is the kind of game I want us to do. I want to do games in the Infocom tradition but with enhanced playability. Are you interested?"

Well, he said "Sure" so we started to work together. I asked him to come up with an idea for a game, but we did know from the very start that we wanted it to be a bit like *Leather Goddesses Of Phobos*. We wanted it to be silly, funny and a little bit sexy. And that's exactly what we got!

ASK ABOUT *SPELLCASTING 201*

We were very, very pleased with how *Spellcasting 101* did and, in fact, is still doing. It's still very popular in the States and is doing well over here too, they tell me. *Spellcasting 201* picks up at the beginning of Ernie Eaglebeak's sophomore year, which is his second year in college. He's going to be joining a fraternity, and the bulk of the game has to do with his initiation rites for joining that fraternity, which are typically very silly – very embarrassing for the person who has to pull them off. (*Pardon? Ed.*) I don't know if there's an equivalent here, but in the US they sometimes force you to run naked across the street or something like that. In the game there's a whole series of initiation tasks – one for every day that you're made to do.

So there's that sequence of events that's happening during the course of the day and there's a guy who's trying to keep you from joining the fraternity. So every time you get a task he begins to complicate it and, to be accurate, though you may not want to print this....



Hitler listens to ve Archers in *Timequest*

CERTAINLY NOT... CONTINUED AFTER THE BREAK...

As an example, one task involves him giving you a very large, bushy moustache, which he tells you to stick on the statue of the school's founder, at the top of the clock tower. So first you have to climb up there, but when you get to the top, you find it coated with coconut oil which makes it too slippy to climb – it turns out that the bad guy in the game did that. So you have to find some spells that may help you get rid of the oil, and things like that.

ASK IF THE GAME IS JUST A SERIES OF THESE TASKS

In that regard, yes, but there's also a parallel plot in which there's another bad guy who's trying to take over the university and destroy it. He's killed the university's president and when the board of trustees meets to appoint a successor, they identify four potential successors and he starts knocking off the other guys till there's only him left. You have to deal with this plan and reveal who he is.

ASK ABOUT SPELLCASTING 301!

We hope the second game is successful enough to allow us to do another one. We haven't got it inked in yet, but we hope that Steve can do one of his funny games every year for us. We aim to put out three games next year, four games the following year, and keep it at that level. But the code for *Spellcasting 201* froze yesterday, so it should be out in the States fairly soon and in the UK a little bit later. It's being published here by Accolade so they're the guys to talk to about that. I think Steve is going to be taking a holiday and we'll be able to talk to him about his next project in about two weeks.

TWO WEEKS ON PHOBOS?

He should be so lucky.

ASK IF GAMES ARE ONLY AVAILABLE ON THE PC

Yes. In the States, the PC has about 75 per cent – and growing – of the games market. I know the Amiga is a big games machine in the UK and the rest of Europe, and we would be interested in running our games on the Amiga, but while I haven't ruled it out, it hasn't happened yet. I'm interested in the European market, but I don't know very much about it. This is why I'm over here – trying to learn more about it.

How To Get All The Girls

The Man With The Beard Tips Legend's First Opus: *Spellcasting 101*

If I can just squeeze myself in before Legend releases *Spellcasting 201*, here are some quick tips on *Spellcasting 101: Sorcerors Get All The Girls*. By the way, these tips come courtesy of Sue Medley of *Syntax*, the amazing 3 1/2" adventure mag.

How can I get out of my room?
Get potty, open grate and go down.

How can I get into the shed?
Open it with the key hidden under the flat rock nearby.

How can I get rid of Minnie?
Be ungentlemanly and give her a push.

Should I attend lectures at University?
It might be a good idea. Take notes too – for fun and future reference.

What should I do at I Phelta Thi?
Attend the party and wait until a young woman talks to you.

What should I do with Gretchen?
Take her to your room (and search her!).

What should I do at Tappa Kegga Bru?
Enjoy yourself and pick up a useful spell box.

How can I get upstairs in the library?
Cast SKONN at the bust!

How can I open the trap door?
Cast FRIMP on it.

What is the purpose of the 'maize rooms'?
They're a 'maize maze'. Look carefully at the letters and follow 'this way out' for the exit.

Is Prof Tickingclock any help?
Go to his meal as requested and ask him about the appliance and the surfboard.

How can I get the Surfboard?
Cast Dispar at it to make it safe to take.

What must I do on the Island Where Time Runs Backwards?
Each command you give must be performed in 'reverse' (eg the first input you make must be 'Drop Waybread').

How can I escape from the Amazons?
Disguise yourself as a woman with a gown, suitable shoes, bonnet and lipstick.

How can I get the Majjello spell box?
Try to get it, then enter the restaurant, order shark, and Bunderot it.

What should I do with Majjello spell?
Cast it on the map, then on the right dial.

How can I clear the rubbish dump?
Use magic – Gweek and Bunderot the trash.

How can I get past the Lok Pik monster?
You must complete the Island of the Gods first, then Goberduna it.

How can I open the three gates?
Kabbul the painting – it's art!

Can I stop the Appliance being operated?
Distract Joey by giving him the popular book.

How can I stop the Appliance self-destructing?
Burn your spell book with the flamethrower.



What should I do at the Island Of Lost Soles?
You must restore 80 human soles using the Kabbul spell. Cast the spell on the person's proper name and their non-human form will be a pun on their real name.

Starting in the meadow – Read Sign – to know what to do, then KABBUL Blaise, Ashby, Charlie, Charlotte and Bernie.

Go SE (The Riverside) Sandford, Clifford, Brooke, Rod, Barb, and Bridgitte.

NW-NE (Forest) Gail, Leif, Robin, Wolfgang, Woodrow, Dawn, Ernest.

S (West of House) Matt, Carmen, Peg, Jack, Dolly, Mikey, Belle, Jim.

Open Door – E (Living Room) Open Safe, Read Legal Document, Examine Pedestal, Penny, Wilbur, Wilton, Wilma, Wilhelm, Willie, Ty, Jules, Buck, Kitty, Adam, Nicholas, Adlai, Pierre, William, Will.

E (Kitchen) Sherry, Stu, Pat, Patty, Frank, Ricky, Waldo.

U (Attic) Bill, Tom, Bo, Kermit, Knute, Bunny, Teddy.

D,W,D (East Cellar) Dusty, Goldie, Gabby, Betty, Lacey, Daisy, Archie, Hardy, Connie, Lucy.

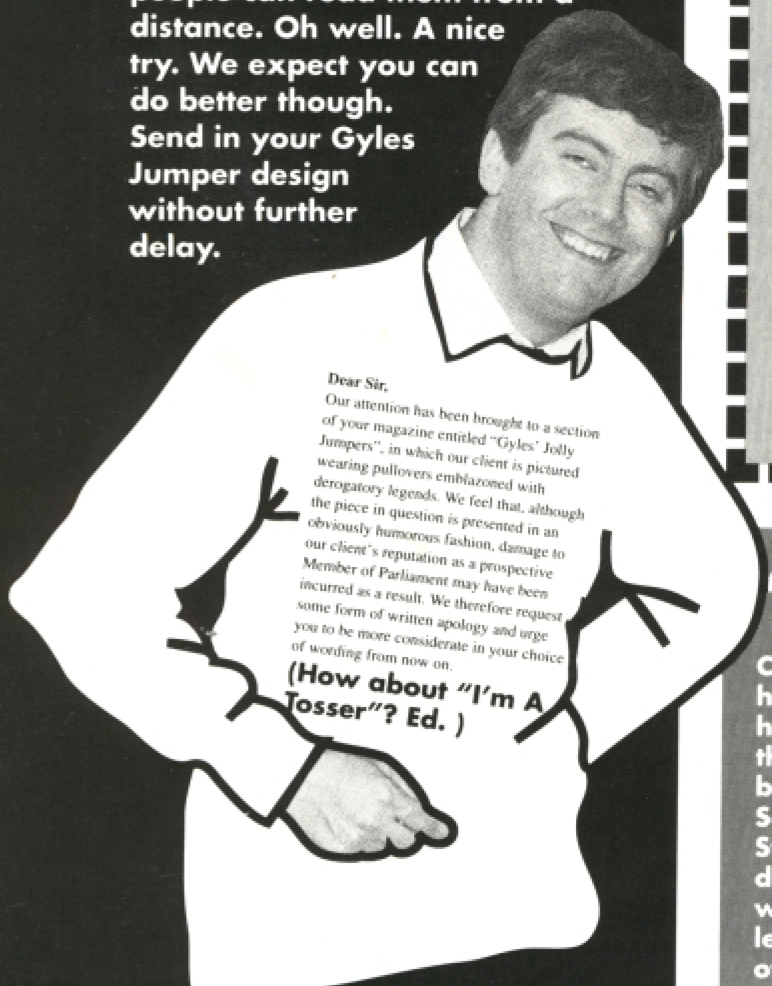
E (British Aisles) Laurie, Bobby, Lucille, Billy, Lulu, Gaylord.
SW (Sound Studio) Melody, Winnie, Mike, Cy, Carol, Blair, Humphrey, Noel.

YIKES! THE READERS' PAGES

Send all your old crap to **Yikes! ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE** – there might even be a rather super free 'gift' in it for you (if we feel like it).

GYLES' JOLLY JUMPERS

This month's pullover design suggestion comes from Gyles' solicitors. We weren't too impressed, quite frankly. In fact, to be totally honest, theirs is the most terrible pullover concept we've ever received... after all, you almost need a magnifying glass to read what it says. Surely the whole idea of having things written on jumpers and T-shirts is that people can read them from a distance. Oh well. A nice try. We expect you can do better though. Send in your Gyles Jumper design without further delay.



HOW TO DO THINGS VERY EXCELLENTLY INDEED

BY DAVE EXCELLENT

Hi there. Dave 'Excellent By Name, Excellent By Nature' Excellent here again, after another excellence-filled month. Mind you, all my months are excellence-filled, as you'll be aware if you've read my column before. For instance, simply by asking you to send me your challenges, I've inadvertantly created three jobs at the Post Office – two postmen and one sorter. Yes, the response has been that good! Excellent, eh? But what do you expect – anything less? Of course not. My excellence doesn't end with improving the government's appalling unemployment figures, though. Oh no... I've been conservationally and charitably excellent as well. All the little coupons you return (and the envelopes that contain them) are recycled and turned into wheelchairs for blind orphans. Yup, everything Dave Excellent does is excellent. I'm unfaultable. So let's have a crack at some of your challenges, eh?

"Dear Dave, please tell me how you are supposed to pronounce 'cadaver' – everyone seems to say it differently." **Lee Allman, Norwich, Norfolk.**

That's an easy one. There are two ways of saying 'cadaver' – the right way and the poncey way. The right way is like this: "K'davver". The poncey way is like this: 'k'darver'. Get the idea?

"Dear Dave, I don't think you're excellent at all. If you are, however, then solve this bugger. Colonize Venus by making its acidic atmosphere breathable to humans and then go on to spread mankind's evolution throughout the universe. **Reggie The Bear, Brentwood, Essex.**

Why not give me something really *difficult?* I don't know – you amateurs! Anyway, all you have to do with Venus is initiate a chemical chain reaction. Some nitrogen dioxide should do the trick, once it's heated up to 83° Celsius (which things tend to do automatically on Venus, so you're half-way there already). Bung in a bit of Shake 'n' Vac for good measure and you'll be laughing – a breathable, sparkly-clean atmosphere within two years. As regards the spreading of mankind throughout the universe, there are two methods. The easiest is to get David Icke 'on the job' – literally! From his purple space-ark, David, his wife and several thousand of his adoring female disciples could populate this side of the Milky Way before you could say "Shazam". In fact, they already have. Excellent, eh?

I don't reckon Dave Excellent's quite as excellent as he seems to think he is. So here's my problem for him to try to solve...

____

____

____

NAME ____________________________________

ADDRESS ________________________________

______________ **POSTCODE** ______________________

"THE GALLERY"

Chesney Hawkes, eh? Don't you just hate his goody-goody guts? We do. Every time he's interviewed on the telly, he 'reveals' the stunning fact that he's the son of the bloke who used to be in The Tremeloes. So bleeding what! Who on earth cares? Still, Chesney's in the middle of going down the dumper at the moment, so we'd better not be too unkind. (We'll leave that to Nobby The Psychic Pigeon of Brentwood in Essex, who sent this...)



Dot-to-dot with Chesney Hawkes

BLACK SHAPE

The Alternative Letters Page

I've given you the lowdown on *Blue Peter's* Caron Keating and John Leslie, but there are two more presenters to go, aren't there? So, this month I'll tell *you* what the Blue Peter tortoise told *me* about Yvette Fielding. Here goes... she's only got one leg! Now, I'm not saying there's anything wrong with only having one leg – after all, lot's of people have only got one leg – it's just that Yvette doesn't *look* like she's only got one leg, if you know what I mean. I was as surprised as you probably are, but there you go. All I can say is that the artificial limb is pretty bloody convincing. And durable too, when you consider all the parachute jumps and things she does. Amazing, really. *Blue Peter* badge, anyone?



Dear Black Shape,
This is Lairg. Pretty depressing, huh? Why don't you open a new joystick photo category called Joysticks In Shitty Little Scottish Villages? I'd be sure to win. Actually, maybe I wouldn't – in Lairg you have to get films sent away to be developed, so my entry would probably arrive too late.
Mike Andrew, Lairg, Sutherland.
● *I've studied the picture on your postcard and do you know what? If you diverted a river into that lake of yours, you could turn Lairg into a rather tasty little reservoir. The lie of the land's just right.* **Black Shape.**

Dear Black Shape,
Here are five reasons why Alan P Thorpe has been the victim of a serious miscarriage of justice and should be freed.
1. He appeared before a Crown Court judge, but the offences he was charged with were summary offences which should have been tried in the Magistrates Court. This is important, because their sentencing power is limited to a maximum of six months imprisonment and/or a £2,000 fine.
2. Under section 21(2) of the Legal Aid Act 1988, Alan would have been granted aid, so he should not have needed to represent himself.
3. In sentencing, the judge exceeded his powers and was blatantly prejudiced against the defendant.
4. Some of the police evidence appears to have been fabricated.
5. Six years in prison for being crap is going a little bit too far.
Alan should appeal against the severity of the sentence, and all the readers should write to the Home Secretary about this terrible injustice.
Brian Jones, London.

● *I'd better take your points in the order they came...*
1. *Due to the charges of resisting arrest and assaulting a police officer, the Magistrates Court felt their sentencing powers to be insufficient in Alan's case, so recommended a Crown Court referral.*
2. *Alan was granted Legal Aid, but he thought he'd be pretty good at defending himself, so he went it alone. (Rather stupidly as it turned out.)*
3. *So what? Judges often exceed their powers, and are always blatantly prejudiced against defendants.*
4. *Police evidence is generally fabricated, so there's nothing new there either.*
5. *Yes, six years for being crap is a little harsh... after all, Lester Piggott only got two. However, there are no hard and fast sentencing rules in cases like Alan's – it's all down to whether the judge is a bast or not. The one Alan got was. If enough readers complain to the Home Secretary, maybe Alan will get a retrial.* **Black Shape.**

DISCLAIMER

Erm... we would like to point out that the opinions expressed by Black Shape are by no means those held by the editorial staff of ZERO, or by Dennis Publishing. (Honest.)

Dear Black Shape,
Well, I'm a very busy man and I can't take time out to coach the vocabulary skills of every daft computer in the UK. However, since the Scunthorpe MENSA association won't be showing up for their 'Tobacco Varieties Of The American South' lecture today (judging from the ish 20 letter from SH, I'd say they've probably disbanded), I'll grace you with a few moments of my precious time. When the ZERO ST agreed that 'antidisestablishmentarianism' was the longest word in the English language, I was forced to wonder aloud if its 'entire contents of the dictionary database' was lifted from the May Day *Eastenders* special – or if he'd simply downloaded from an Amiga. The longest English word is not as he mistakenly believes, but is 'pneumonoultramicroscopicsilicovolcanoconiosis'. Maybe he should try hacking into the New York Public Library's central computer.
John Scott A. Allen, Thurso, Scotland.
● *And maybe you should think of becoming a contestant on BBC2's crap afternoon quiz-show* Catchword, *hosted by Paul Coya. Your word crops up a lot on that. Me, I still prefer Antidisestablishmentarianism – fewer letters, but at least it's still pronounceable after three snakebites.* **Black Shape.**



WRITE TO THE ZERO ST

Yup, even though he's been crippled by a virus, the ZERO ST, with its on-board AI program, is still going strong. (Well, not 'strong' exactly, but it is still going...)

Dear ZERO ST,
Pierre Trudeau became Prime Minister in 1968. The seriousness with which he approached Canada's problems contrasted with his 'intellectual playboy' image. He resigned from office in 1984, having headed the government for more than 15 years.
I hope this explains the problems I face as my cool dude smartie manufacturing company has gone into receivership. Bless you.
K William, Acomb, York.
● *File Error In System... File Error In System... File Error In System... File Error In System... File Error In System...*
The ZERO ST.

CLAIMS TO FAME

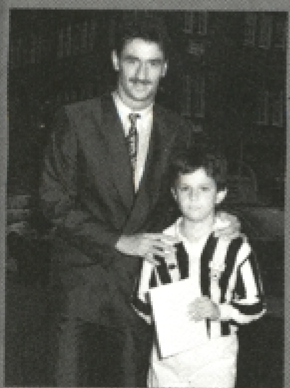
Been snapped with Pippa from *Home And Away*, or an equally famous 'celeb'? No? Oh dear. you haven't got a picture of you standing next to some crap footballer instead, have you? You have? Pah! We might have guessed. Okay, okay... here goes...



Here's Roy Aitken of Celtic, Newcastle and Scotland fame, er... 'standing behind' ZERO reader **Daniel Turner** of **Millom** in **Cumbria.** "Please mention that I was only young when the photo was taken," pleads Daniel, "otherwise I'll get a right old ribbing from my chums." Fair enough. Doesn't explain what Roy's doing to you, though. Footballers, eh?



Nick Mepham from **Bexhill-on-Sea** is sitting next to Bryan Robson in the executive lounge at Old Trafford. Hang on, did we say *sitting next to?* It looks as though they're planning to start a family or something! This sort of thing really ought to be confined to the showers, you know. Footballers!

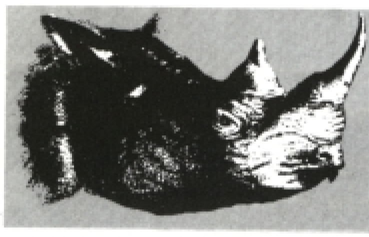


Nick and Bryan may be planning to start a family, but **Dominic Bevacqua** of **Haywards Heath** and Ian Rush seem to be celebrating their diamond wedding anniversary. Honestly, these footballers...

This footballer is so utterly crap he doesn't even play football. In fact it's ex-Doctor Who Colin Baker, and exactly what he's doing to poor old **Andrew Robinson** from **Bucks** is best left to the imagination. Actors, eh? They're even worse than footballers.



JOYSTICK IN A RHINO ENCLOSURE



Zoos, eh? An emotive subject. One school of thought says "Sheer barbarism. Animals should be allowed to live free, in an uncontained natural environment." The other school of thought says "Where else can we monitor and propogate species which would otherwise be threatened with total extinction?" But now there's the Yikes school of thought, which says "People who take a photo of their joystick in a zoo's rhino enclosure can win themselves two free pieces of fab computer software." It's a whole new angle to the debate, as we're sure you'll agree.



From **Michael Tipping** of **Snitterfield, Warks**, we have our first entry. Joystick with rhino? Hrrrmph! We weren't born yesterday, y'know. Any fool can see it's a horse. Still, it's a very nice horse, so we're including it anyway.



Paul Jones of **Llansamlet** in **Swansea** doesn't even bother trying to pull the wool over our eyes – he freely admits that the following isn't a rhino. "She's called Itsy," he says, "and she's a Honduran Zebra Spider. She's five years old, and measures four inches across when resting." Blimey! How much across does she measure when she's doing the hoovering, we wonder?



Well, well, well. Guess what **Daniel Barber** of **Woodford Green** in **Essex** has gone and done? Yup – joystick in a rhino enclosure, although exactly how he got the thing in there has been the subject of some debate here at ZERO. Did he throw it? But it's standing upright. A lucky throw, then – or was it actually placed? And did he ever get it out again? Probably not, but he's won some software for his troubles. What a champ! *(What a chump more like. Ed.)*



Charlie Amey of **Bexley** in **Kent** has come up with the goods too. And this time the rhino is close enough to poke in the eye with a sharp stick. That'll do. However, the joystick's not *quite* all the way into the enclosure... "I clambered over the first barrier with "Dangerous Animal" written on it," writes Charlie. Yes, but you didn't clamber over the second barrier which said "Pass This Point At Your Own Peril", did you? Chicken! Still, you win equal first prize, so well done anyway.

SO WHAT'S NEXT?

We've had Highest Joystick, Lowest Joystick, Joystick Sellotaped To Judith Hann's Right Bosom, and now we've had Joystick In A Rhino Enclosure. So where do we go from here?

What's the new project? Erm... ah, yes. Joystick Being Arrested By A Copper. That'll do, but only real coppers will suffice. It could be hard to set up – and you may even find yourself getting beaten up in the cells – but it'll be worth it. Fame and free software await you...

GIVE OR TAKE

What a tasty stew Give Or Take is. All human life is here, bubbling away – births, deaths, friendship, love, hate, desire, commerce, leeks, carrots, parsnips, those horrible bits of gristly fat... (*Are you sure? Ed.*) There are only two things we strain from this steaming hotpot: business selling, which we find rather hard to swallow when there's the delightful platter of *Launchpad* for such morsels, and software sales ('cause piracy leaves a bitter taste in the mouth).

HARDWARE

● Amazing offers on brand new boxed and untouched computer stuff. Anything you could ever want must be here! Phone 0925 68769 and ask for Dave for details.

● Atari 520 STFM, £200 of software including *F29 Retaliator* and *Batman The Movie*. With mouse and word processor. Call Adam on 0734 782853. Also mags included. All for £275.

● Atari Lynx for sale plus two games: *Paperboy* and *Slime World*, £100. Phone Tony: 0799 27027. Will swop for Game Gear with or without games.

● Atari ST for sale with over £700 worth of software, leads, mouse etc. Comes with external disk drive. Will sell for £380. Ring 081 785 4619 and ask for Cerrone.

● Amstrad CPC464 for sale – over £140 worth of games inc *Altered Beast*, *Chase HQ*, *Turtles*. Loads of mags plus cheat mode. £200 ono, colour monitor. Tel 0633 858011 ask Dion.

● Atari 520ST including joystick, mouse, mousemat, many games including *Lotus Esprit*, *Powermonger*, *Cadaver*, *Dragon's Lair*, flight sims, many more, all original. £350. Call Steven after 4.30. Telephone 0403 730882.

● Atrai 520 STFM, all boxed with leads and manuals. Some games. Only seven months old. Sell for £260. Phone 0563 38241 and ask for Paul.

● Amiga 500, two months old, perfect condition, TV modulator, mouse, joysticks, magazines, books and loads of original games including *D&D*. £500 the lot. Phone Mark: 081 778 8815.

● Atari 520 STFM £1000+ software, internal and external double-sided drives. Various other accessories, too much to list. £400. Phone 0787 473894 after 6pm.

● CBM 64 with printer, disk-drive, tape unit, joystick, B&W TV and loads of games. All in good condition, £225 ono. Phone Kevin 081 575 3185, evenings only.

● Panasonic 1081 printer for sale, as new. Reasonable offers considered. Phone Luke on 081 520 2853 for details.

● Atari ST. 1 year old. 79 good games, cover, disk cleaner, disk boxes, joystick, mouse, d/s disk drive. Excellent condition, never used. Will sell for £350. 0222 483024.

SOFTWARE

● ST contacts wanted to swop games etc. Send lists/disks to: Ian, 45 Ormonds Close, Bradley Stoile North, Bristol. BS12 0EJ.

● Will swop my *Turtles* software for either *R-Type* or *Ghost And Goblins*. Phone or fax Graham on 0453 826883

● Swap my *NARC* or *Gold Of The Aztecs* for any good games. Write to Allan at 62 Polo Gardens, Stoneywood, Aberdeen AB2 9JU and make me an offer.

● Swop my original *Venus The Flytrap* and *Thunderbirds* for either *Gods* or *Lemmings* (must be original). Tel 0752 791194.

● I have Mega Drive carts... Alex Kidd, *Shadow Dancer* to swop for *Sonic The Hedgehog*, *Darius II*, *PGA Golf*, *John Madden*, *Ghouls 'N' Ghosts*, *Alien Storm*, *Elemental Master*, *Gynoug*. 0623 758959.

WANTED

● Has anyone got some Lynx games going cheap? If you have, ring 0904 765162.

● *Laser Squad* wanted for Amiga. Contact Stuart on 0223 359667.

● Have you written any good programs or games? Well, send them to us and we'll publish them (with good returns). Contact: Immortal Software House, Blagill, Alston, Cumbria CA9 3NB.

● Wanted: *Lotus Esprit Turbo Challenge*. Will swop for *Greg Norman's Golf* or *Supercars II*. Phone Chris on 0452 306651.

● Any rather good ST programmers out there who want to convert *Paul Lakin's Celebrity Flag Challenge*? Please contact Daniel Pemberton, 30 Arnison Road, East Molesey, Surrey KT8 9JP.

PENPALS

● Female Amiga 500 owner seeks contacts all over the world. Send disks, lists etc to Martelle Fenton, 25 Payne Street, Lowestoft, Suffolk.

● Yo, Amiga dudes! Anyone out there interested in swopping games, demos, hints etc? Then put pen to paper and get writing now! 1000% reply.

● Sierra and Lucasfilm freaks wanted. I'm a 15 year-old boy and I own an Amiga. Write to: Francisco Javier Dieguez Tirado, Calle Venezuela 10 Tercero Piso – B, 36203 Vigo, Pontevedra, Spain.

● Amiga contacts wanted to swop all types of software. 100% reply. Send lists, disks to Dave Plume, 53A Collier Row Lane, Romford, Essex RM5 3BD.

● ST contacts wanted to swop anything – are there any more out there? Send disks and letters – every letter read and no disk pinching, so come on! Write to: Jono, 14 Kensington Ave, Normanby, Cleveland TS6 0QQ.

● Hi, I'm looking for Amiga contacts. If you're interested, please write to: Steve, 73 Saxon Place, Horton Kirby, Dartford, Kent DN4 9JQ. Thanks a lot. All letters answered.

● Amiga contacts wanted. Must be fast. Send to Justin, 31 Church Lane, Desford, Leicester, LE9 9GD. 101% reply guaranteed. Seeya chaps.

● Amiga user seeks contacts for letters, disks, lists. Kimberley, 13 Lorne Park Road, Lowestoft, Suffolk NR33 ORD. PS I am 16.

FANZINES

● *Stupendous* is the mag for all Atari owners. Send £2 for a sample copy or an SAE for further details to K Jarman, 18 Poplar Close, Biggleswade, Beds SG18 0DW.

● *Mega Disk* for Amiga – over 130 cheats, including complete solution for *King's Quest 4* and *Future Wars*. Send £5 to *Mega Disk*, 6 Crescent Grove, Mitcham, Surrey, CR4 4BL.

LONELY HEARTS

● Hey guyz! Female Amiga owner seeks contacts for letters and tips, swops etc. Please write to Linda, 67 Churchill Road, Thetford, Norfolk, IP24 2JZ.

● Female Amigan seeks similar, aged 16 to 25, for correspondence and swopping tips, games etc. Write to Chrissie, Flat 3, 40 Kirkley Cliff, Lowestoft, Suffolk.

● Male, 16, seeks female of same age for friendship and lots of love. All letters answered (100%). Will swop Atari games and tips also. Danny Rizza, 53 Shirebank Crescent, Fulwood, Preston, Lancs.

● 11 year old boy seeks Amiga owners from 11 to 13 to swop photos, games, tips, love letters. Tel 0255 960158

● 19 year old Amiga owner seeks female owner to swop demos and anything else. Write to Stuart Sankey, 67 Mapledene Road, Sheldon, Birmingham, B26 3XE.

MESSAGES AND EVENTS

● Hi to my brother, Dan Hall, Dan McGolphin, Smell, Charn, Lynda and all my mates. From Toby Hall, The Stud. MFC and DFC are two dorks. Bye!!

● Love computer music? Then contact Digital Dreams on 0536 520969 now! Mirage is the first tape by Digital Dreams, which includes fantastic music on ST/E, Amiga and Mega Drive. Phone now!

● I would like to tell Paul Prendergast of Ruislip to take a hike and that I don't care if he has a better computer than me. From Ben Ford.

BIRTHS, MARRIAGES, DEATHS, AND DIVORCES

● It is our sad duty to report the demise of *Console Action*. She passed away peacefully in between issues, and will be sadly missed. No flowers by request.

● Hang out your flags! Have a party! Go swimming with no clothes on! Lord Paul Lakin and team are about to give birth to a brand new bouncing baby, *Game Zone*. Due to pop out into an expectant world any day now. Hurrah!

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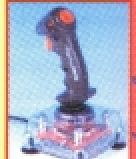
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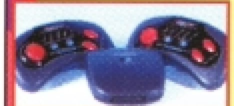
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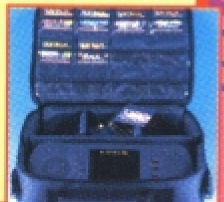
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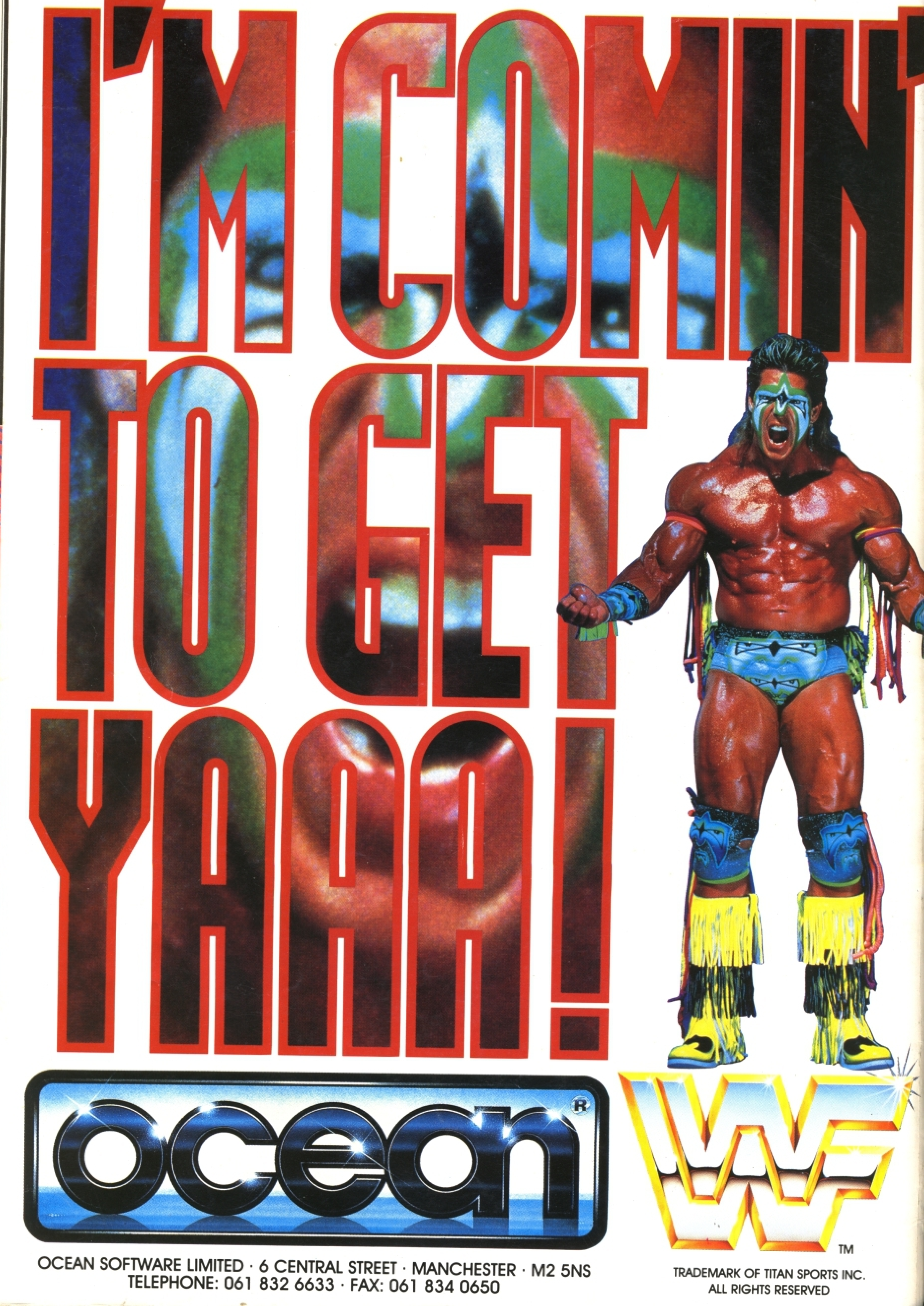
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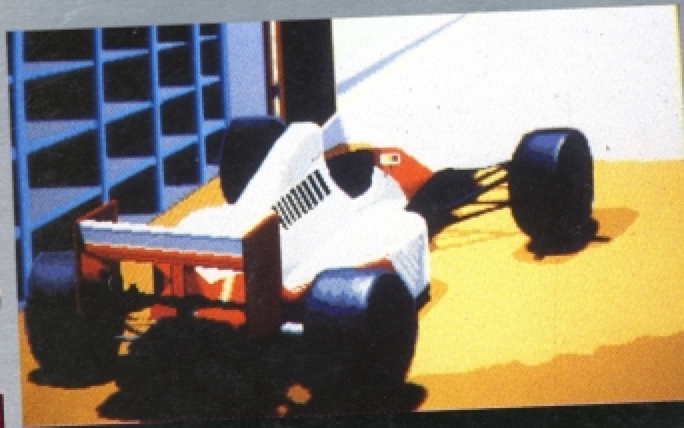
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